

ISSUE 13

NOV 96



SEGA SATURN

SEGA
No.1 FOR
SATURN

£2.75

M A G A Z I N E

DAYTONA CHAMPIONSHIP CIRCUIT EDITION

Gentlemen Start
Your Engines!

TOMB RAIDER

First Review Inside!



Street Fighter Alpha 2

The Exclusive Review!

Capcom
Sequel
Comes Out
Fighting!



PLUS! FIGHTING VIPERS: AM2 INTERVIEWED VIRTUAL ON DARK SAVIOUR HEXEN SEGA TOURING CAR CHAMPIONSHIP VIRTUA FIGHTER 3 SCORCHER ULTIMATE EXHUMED TIPS





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EDITORS

Editor: **Michael Goodwin**
Art Editor: **Dave Skelton**
Deputy Editor: **Rob Wright**
Features Editor: **Paul Goodwin**

Contributors: **MI Leman, Guy Murrell, Nick Paterson, Gordon Smith, Peter Sorell**
and **Mark Rodgers**
Japanese Editor: **Wesley Marshall**
Cover Art: **Clashy Monkey/Tee Young**

ADVERTISING

Advertising Manager: **Alan Swinson**
Deputy Ad Manager: **Chris Peters**

MARKETING

New Gen: **Rhonda Withmore**
Promotions Manager: **Kevin Jones**
Marketing Manager: **Alan Brennan**

RETAILERS

Publisher: **Andy McVittie**
Executive Publishing Director: **Mark Jones**

SEVEN

Systems Manager: **David Isaac Leamy**
Systems & production controller: **Mark Dutt**

SEGA Japan: **Mark McLennan**

Editorial Content: **Priscy Smart, Jay Jay Donington-Lane, Gordon Skelton, Jill Delaplanche, Steve Jay, Steve Paul, [and] Jay Jay**

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SEGA SATURN MAGAZINE USE



TO TEST ALL SOFTWARE

3B COVER STORY STREET FIGHTER ALPHA 2

The legendary Street Fighter crew returns once more and Sega Saturn Magazine are first on the case as usual. In this in-depth showcase we introduce all of the new characters, reveal some of the latest moves and prepare you for combat.



COMING SOON 14 VIRTUAL ON

Robots - we love 'em at Sega Saturn Magazine, especially when they're involved in creating manifold destruction. In Virtual On they do just that, so check out our four pages of coverage on these giant mech warriors.

1B REAL BOUT FATAL FURY

Things how things happen really isn't IP. After waiting ages for Doom to arrive on the Saturn, up pops Heaven just behind it. A bit like buses really. Anyway, Sega Saturn Magazine gives you a taste of this id classic.

22 DARK SAVIOUR

With this epic RPG now complete, Saturn Mag enters Valhalla's land with a view to finding a way out again. See how we get on with this much touted 3D adventure game.



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COIN-OPERATED

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Depson's latest coin op is a combination of two of its legendary best 'em ups, and it's looking absolutely awesome. At long last we get the chance to discover who is the hardest: the Street Fighters or the X-Men. Cool.

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Exclusively revealed in last month's issue, we take a closer look at the latest racing game to issue forth from the AM stable. Is this the game to steal Sega Rally's mantle?

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For those with an insatiable appetite for fighting games - all of us probably - we've got six pages of coverage on the latest Virtua Fighter instalment. We even show you how to execute some of the new moves on offer!



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With the game now complete it's time to put on the thinking shorts and cut a path through some of Tomb Raider's beautiful, dangerous and puzzling environments.

55 FIGHTING VIPERS INTERVIEW

Because Fighting Vipers is so ace, Sega Saturn Magazine wanted to know more. And bring the immortalised souls we are, we sought out Hiroshi Katochi, AM2's big cheese for an interview.

6D DAYTONA USA (CC EDITION)

After we brought you exclusive shots of the much awaited Daytona sequel last month, we thought we ought to keep you all happy with some more coverage. So here it is!



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NEWS

You just can't beat a bit of Master's coverage can you? Well, in our pursuit of the ultimate Saturn gaming magazine experience, we present this latest issue for your perusal. However, rather than tell you what sections of the mag I'm particularly happy with this month, I've decided instead to make a statement about *Defamed*, the JD Doom clone OUT NOW on Saturn. Well, as a PC owner and a big Quake fan I just have to say that I am rightly impressed with what the Saturn is achieving with this game. Quite frankly, it's brilliant. The JD is incredibly fast but it's the design of the game that makes it so great - you won't find a more compellingly crafted adventure on Saturn. Or PC for that matter. I've had a disturbing amount of mail from people who are ready to pass up *Defamed* and get Doom instead because they "don't like the look of it". Well, GET YOUR EYES OPEN! *Defamed* looks - and plays - absolutely brilliantly. Go out now. Buy it. Make it a top seller. Then perhaps GT Interactive will see sense and get satisfactory (Defamed's creator) to do Saturn Quake...

Excellent!
Richard Leadbetter, Editor



Call The Cops!

Virtua Cop 2 Is Almost Here!



Is your brain scrambled? The party's over!



Hey there assassin! Time to pay the price!



Anyone who's been playing *Virtua Cop 2* in the arcades could tell you just how easy this shoot 'em up sequel looks. Now with the game nearing completion, we at SEGA SATURN MAGAZINE have been given exclusive access to the third and final episode in the game. Needless to say, it's looking awesome.

In Issue #16 we revealed screenshots from the first two stages in *Virtua Cop 2*. Everyone agreed that they looked almost identical to the arcade, and this is equally true of the third and final stages in the game. Having pursued the nefarious gang of hoodlums across town, everywhere from the slippery to a car chase around the city's streets, the action now centres on the underground and the final attempt to follow the gun-toting vines to their hideout.

NOTES FROM THE UNDERGROUND

File 3: The rail line Shoot Out begins with our budding Dirty Harry types moving tentatively down the stairs while enemies pop out from behind walls in ever increasing numbers. Once the ticket barrier has been negotiated and the platform cleared of unwanted scum, it's onto the train itself for a cozy ride to the gang's lair. Fortunately all this shooting doesn't take place in the rush hour. If it did there'd be thousands of dead stockbrokers, secretaries and accountants slumped over seats, and lots of bloodstained newspapers and briefcases. Instead you get to contend with gang members popping up from behind seats occasionally with an arm tightly held about the neck of an unfortunate commuter - some hostage.

UNDERGROUND ON THE UNDERGROUND

The action on the table (or the subway as Americans call it) gets all the more tense when the constant shot-for-shot mayhem moves onto the roof of the train. Enemies rise there soon to be mosh heads between the carriages while you go racing towards the station. There's also plenty of hanging out of the side windows of the train - your foes flinging their guns desperately as they take a bullet to





the clunk! Once you come crawling into the station the action continues on the platform. There was some speculation as to whether Sega would include all the detail from the arcade, but in the action on the train shows, there were never any doubts at all as Sega's AA department were concerned.

GO AHEAD PUNK! SHOW ME THE WAY

After all the thrills of the train ride, it's a matter of following the gang to their hide-out. This involves traveling along inconspicuous grey corridors while the underworld's finest come crackling down through the ceiling and the floor. There are some really nice touches – like bullet holes left in the wall when you miss – which make VC2 cut as not only more detailed than its predecessor but the ultimate shooting game on any console. Unfortunately we can tell you little more than this about the final 11 scenes because after a while we don't want to spoil the surprise.

JUSTICE IS DONE

Just like the original Virtua Cop there's plenty of different bonuses about. You'll witness the return of the Justice Shot* which awards you with extra points if you do the decent thing and shoot enemies in the hand holding their weapon, rather than mow them down in an undignified wrath. Obviously this means there's more room to work on your accuracy and rack up the points of course. Just like Virtua Cop, maximizing your score opens up further options: even when you've clocked the game. There's a huge amount of secret modes and such to discover, but we've been sworn to secrecy.

What we will say though is that they are well worth uncovering!

That's all on Virtua Cop 2 for now, but know this all you Saturn faithful out there – next month we're really going to be going to town on the game with extensive coverage of each and every aspect of this ultimate trigger happy extravaganzas.



3360
JUSTICE SHOT



I had him in my sights. He was kneeling just behind a car, aiming real hard. I knew I only had the one bullet left. It's released... I braced that slow off. Whoa you do my kind of job! It's just loud up, unless, and pulled the trigger. His body slumped like a sack of old clothes onto the sidewalk. I didn't feel bad. It was a simple choice: him or me. Not me, not today.



Three location types you get out of just about everywhere so keep 'em loaded 'Police!'.



ESP

Most of Japan's greatest independent software developers have joined together to form a powerful games cartel known as ESP (Entertainment Software Publishing). The companies in question are: Game Arts, Treasure, Quintet, GSC, Sine, Japan Art Media, Banquet, Ocean 200 and IRL subsidiary. Most of the games planned for release seem to be FPS, with Game Arts' enormous budget title being (again for first up for release, Treasure are working on an action game whilst Quintet have a racing game in development).

SEGA DOES IN ONE ACE

It's confirmed: the Sega Ages collection in Japan will be bundled together and released all on one CD in Europe! That means you get Yakuza Remake, Shinobi and Bakuho all on one CD. The games are also compatible with the NGC's analogue controller (which is particularly handy) from the quite substantially. Speaking of which, DC:HR also includes a conversion of the Japanese version of the arcade game which took the stages in a different order, but Bakuho alone, this CD is well worth the asking price. It should be available in the UK around Christmas time. January latest. Now that these games are out, sometimes it's a bit about which games are coming next in the series. Power Bricks, Galaxy Force and Mike Spahnauer are the favored choices at this time.

TWIX BODDIES

EWY'S ANGEL? If the Evangelion* fans "Angels" Envyranger of the first! Envyranger is hitting shelves at Virgin Megastores in Bedford Street at 2:00pm on November 3, 2000! November - as it said in last month's issue "and because you're not very good at kicking around the stage on a Saturday afternoon show's more you're not a winner!" Well, it just's tempting to be trapping around the Megastores on the Saturday afternoon in question you could well end up with a year's supply of games and tons of Twix bars too! But only if you can find in that region that week and present your presence at NGC! Seriously though, it's going to be a big event. To coverage and everything. So get your own Twix there.

Twix

COCK UP CORNER

In our Street Fighter Alpha 2 Showers, the personal data on each character sheet helps to press to enter to choose the fighter's colors in the Saturn version, each fighter has a different color and whilst the information given is not as far the way up, it's slightly different on Saturn, Switches, it's different.

HMV CHARTS

Week ending September 27/28



If you would like to see your chart features, send in your top five to READER CHARTS, SEGA SATURN MAGAZINE, POKRY COURT, 30-32 HARRINGTON LANE, LONDON EC3R 6AU. Anyone who has their charts printed will receive a game for their troubles!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Exhamed	1	Exhamed	1	NIGHTS
2	NIGHTS	2	Fighting Vipers	2	Exhamed
3	Alan Tudyg	3	Street Fighter Alpha 2	3	Sega Worldwide Soccer '97
4	Athlete Kings	4	Tomb Raider	4	Boku Boku Animal
5	Bubble Bobble Park	5	Virtual On	5	Guardian Heroes
6	Bust a Move 2	6	Sega Worldwide Soccer '97	6	Virtual Cop
7	NBA Action	7	NIGHTS	7	Gun Grillion
8	Destruction Derby	8	Dark Saviour	8	Athlete Kings
9	Virtual Cop	9	OutRun	9	Puzzle Dragon Zwei
10	Legend of Thor	10	Bomberman	10	WipEout

Editor: looking for a game to bring to you!



BREAK POINT

Tennis games have had a habit of being rather spineless affairs on the Saturn. Hopefully all of this is about to change with the release of Break Point, Dore's foray into the world of well-staved tennis and consistent British fiction. The game features four court variations, including a tennis court situated beside a hotel and picturesque beach. Up to four players can compete at any one time (playing doubles obviously) and a mixture of interactive players to choose from. We'll have a lively preview next month.



NO CRIMEWAVE YET

In Issue #4 we previewed a game called Crime Wars, published by Titles Interactive. It's essentially a driving game viewed from an over-the-shoulder perspective with a dose of shoot-'em-up action thrown in. The curious among you may be wondering what's happened to it, seeing as its release date was originally set for September. Well, since then it's been renamed Crimewave, and because programmers are perfectionists, they've delayed its release until (oh November) to tweak it a bit here and there. So with any luck we should have a review in next month's issue.



DRAMATIC RALLY TIME ATTACK RESULTS! ONLY 0.03 secs BETWEEN FIRST AND SECOND!

Not since the infamous *Attack 500* match-drawing scandal rocked the American baseball scene in the 1950s (or whenever) has any contest inspired such levels of controversy. The final Sega Rally Time Attack results have been played out with difficulty. Our first winner, you may recall, were disqualified, having misread the rules. Secondly, he it was we crowned the top ten (and below) for other likely candidates, requesting their white audience RIGHT NOW VERY QUICKLY of these winners



who replied, we were happy to see their carbing times. These that didn't write back, we figure, are fixed to an end/boxed being found out as they'd never obeyed. As if that wasn't enough, the final results couldn't have been much closer. There were only THREE HUNDREDTHS of a second separating first and second place! Leigh Stevenson of Abingdon, Wiltshire is the lucky winner with a time of 2:33.26, whilst velocity John Tibbett of

Leicester comes in a close second with 2:33.29! Even more unlikely is Darren Ware, whose time of 6:55.88 was disallowed not because it comes for exactly the same address as (ugh!) entry. In the opening third place is Jon McInnis of Peckley, who really dived with an exclusive Sega Rally jacket and Sega T-shirt. Our top two both receive their prize, along with TEN Saturn games for John and a HAM'S SUPPLY of free games for Leigh. Well done, everyone, even if you didn't win a prize. Or get the rules right, for that matter.



ACTIVISION PREPARE MECHWARRIOR

One of the best robot blast 'em ups to grace the PC EVER is Activision's brilliant MechWarrior. That being the case we're quite pleased to announce that the company is intent on bringing the game onto the Saturn and we've been lucky enough to catch a glimpse of the first playable code of the game.

If you've recently been captured from an exile in another dimension you won't know about this brilliant first person perspective shooter. And to be honest we don't know much either, mostly because conceptually, this is going to be quite a bit different from the PC original with the emphasis on action than simulation. Still, it should be a good game, what with the MechWarrior pedigree and all of that, so expect more in-depth coverage in a forthcoming issue of the fine magazine.



HERE COME THE VIDEOS!

This video Mag is becoming a bit of a regular feature these days but who's complaining? Especially not you not when we've got five sets of three top videos to give away. Just among them is without doubt one of the greatest films of all-time, Blade Runner. This sci-future noir flick is part of a Screen Classics collection from Warner Home Video. Directed by Ridley Scott and starring Harrison Ford, it focuses on a

bleak future where androids and humans are becoming almost indistinguishable. The effects are amazing, the atmosphere overwhelming and the action nail-biting. A must for anybody. To go with this classic, we've also thinking in two videos from Warner's Beyond Vision range: volume 8 of the new Outer Limits series and volume 18 of Babylon 5, which features 'All Alone in the Night' and 'Acts of Sacrifice'. If you want to get hold of this 'rite with the best', simply send your entries to: **THREE VIDEOS MAGAZINE, PO BOX 16601, SEGA SATURN MAGAZINE, 30-32 STRAWGOLDEN LANE, LONDON, EC11 3JL.** The competition closes on November 20th.



BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

- 1 ALIEN TRILOGY
- 2 DESTRUCTION DERBY
- 3 ULTIMATE MORTAL KOMBAT 3
- 4 GUARDIAN HEROES
- 5 WIPEOUT
- 6 PANZER DRAGOON 2
- 7 TITAN WARS
- 8 GYBERIA
- 9 BUST-A-MOVE 2
- 10 TRUE PINBALL

TOP TEN RENTAL VIDEOS

- 1 BEAT
- 2 TRAINSPOTTING
- 3 GASINO
- 4 JUNAJI
- 5 FATHER OF THE BRIDE 2
- 6 DESPERADO
- 7 SEVEN
- 8 BARD WIRE
- 9 CANCELOUS MINDS
- 10 VIRTUOSITY

TOP TEN RETAIL VIDEOS

- 1 101 DALMATIANS
- 2 THE X FILES - FILE 82617
- 3 CASPER
- 4 BAD BOYS
- 5 DIE HARD II
- 6 CRIMSON TIDE
- 7 GUNSTON CHECKS IN
- 8 JUDGE DREDO
- 9 TERMINAL VELOCITY
- 10 POCANONTAS



**BLOCKBUSTER
VIDEO**

HARD CORE

4x4

**OFF ROADING-
IT'S A DIRTY GAME
BUT YOU'VE GOT TO PLAY IT!**



IT'S DIRTY AND DANGEROUS...

...OPPONENTS DON'T CARE
HOW THEY FORCE YOU OFF...

...THE ADRENALIN PUMPS AS
YOU BATTLE AGAINST SIX OF THE
DIRTIEST OFF-ROAD TERRAINS...

...THE SOUNDTRACK THUMPS
AS YOU SWEAT AND SLIDE
THROUGH IMPOSSIBLE TURNS
AND AXLE-BUSTING DROPS...

...ONLY EXTREME SKILL AND
CONCENTRATION CAN KEEP
YOU IN THE GAME NOW...

...BECAUSE YOU'RE HAVING
THE TOUGHEST, DIRTIEST
EXPERIENCE OF YOUR LIFE.



INCREDIBLE HULK

Incredible Hulk - The Pantheon Saga has been in development for some time now. At last we can bring you a few screenshots from the game. Although previous Incredible Hulk games have had the habit of making punters very angry at the state of the game-play we are assured by developers US Gold that this game should do the superhero proud. The game is a mixture of beat-em-up and platform action viewed in a 3D isometric perspective. We've seen it play at the RCT's but have yet to get our hands on it. If other games on the Saturn featuring superheroes are anything to go by it should be a winner. Hopefully we'll have a preview next month.



Good 'ole Hulk. He might not have two sets of shoulders rather than a neck but he's cool.



NEW TOSHINDEN TERROR!

No... you thought *Toshinden Remix* on Saturn was a bit, er, disappointing eh? Well these plucky chaps at Takara have produced a Saturn-specific version of their fighting game which features all new characters and some awesome high-resolution graphics. Just like the Vifs, Takara have produced this game with the Saturn in mind and redesigned all of the costumes, so 180° net-curtain skirts aren't there this time. In fact, it's a visual feast all round. But does it match up to the AM2 duo of Vifs and the new Fighting Vipers. Find out soon in the pages of **SEGA SATURN MAGAZINE** because we can confirm that *Toshinden USA* (as it is known) is definitely getting a UK release!



It was a bit of a disappointment really...



...but hopefully this will be better.



All of the old characters are in there along with a few new ones as well. And some new moves too.



See this latest instalment match VIF?...



...well, who keep a sense of proportion. Men.

NEW MEAN MACHINES

**DEMO
DISC
ISSUE!**

Issue 50 of **MEAN MACHINES** comes with an exclusive **DEMO DISC** for **SEGA SATURN**. Don't miss dynamite demos of *Loaded*, *NHL Powerplay '96* from *Virgin*, *Keio Flying Squadron 2*, *Alien Trilogy* and the incredible *Tomb Raider*. All you need to do is pick up an issue!

NEW DANGER

**SEXY
NEW
LOOK!**

**SPECIAL 50TH ISSUE ON
SALE NOW!**

VIRTUAL ON

CYBER TROOPERS



Game on everybody. Being your enemy? Best and this away at the opposition until they are dead, K.O., slain and destroyed! That's the secret they failed they the Antichrist & out.



The blue fighter standing from the background robot indicates that he's charging ahead. This practice shows the power of his attacks, but makes him a little tricky to control.

It's the ultimate in giant robot combat — and it's headed for the Saturn! They said it couldn't be done! Only not very loud! Because it can! And it has been! Have a butcher's at these amazing shots!

If the Japanese have made a major contribution to world culture, surely it must be the dazzling giant robots concept. You can keep your dim sum and your Koto drummers — if you ask an acting two huge mecha-like beat the hell out of each other in the epitome of Oriental sophistication, Virtual On is, without a doubt, the greatest representation of this art form yet seen. Regular arcade-goers will doubtless recognize it. You know, it's that one which had the funny double-joytick control method. And the big robots.

For those of you who are unlucky enough not to be familiar with Virtual On, allow us to provide you with a gentle introduction. In essence, V-On is a 3D beat 'em up. But with chaotic chaos. The player takes control of one of a selection of heavily-armed giant robots and jumps into an arena to take on a similarly tool-ed-up Johnny Metalhead. This is where Virtual On begins to differ from the usual combat game stereotype. Each different arena — and there are many, my children — provides different levels and types of cover. Some have only a few low-level outposts clustered in one corner, which allows little protection from the mauling rumpus of your enemy. Other areas are more chaotic, providing more kiddy hidey spaces for your mech and, consequently, your opposite number. Thus V-On becomes a game of strategy as well as fighting prowess. It's not just a matter of who can



wade in with the most special moves — you got to think on your feet and cover your back at all times if you don't want to end up as the back end of a Coffin.

Obviously, when you're coming around a 3D arena fighting against a stalking opponent you'll expect a bit of a comprehensive control system. Well, actually we'd advise against getting your hopes up about anything in this day and age, given that they'll usually only be dashed against the craggy coast of rigid disappointment. But it's a different story with V-On, because it does have a comprehensive control system. So there's no need to cry.

D-PAD DADDIO

Steering your robot is pretty easy. The D-pad is used to steer your metal legs all over the shop, as you'd expect. But on top of those legs is your turret-esque body, capable of swivelling around 360 degrees. This is handled by using the L and R buttons to swing yourself in 90 degree increments in your chosen direction. This means you can run away from the challenger whilst still firing at them. Which is very useful indeed, because let's face it, otherwise you'd both just spend the whole game running around in circles after each other and we wouldn't want that. As if this wasn't enough freedom of movement for you, each

>>



The two shots to the right are taken from the rolling down at the front end of the Saturn version. The graphics do look awesome, but better is the knowledge that the in-game visuals are of the same high quality! Amazing!

**COMING SOON****RAIDEN**

A big energy gunner with a whole planet of handgun guns hitting all over that does not good weapons.

RADOGA A single shot, high velocity rifle which fires giant shells. Radog's main armament, but not his most powerful.

EMERALD BOMB A spinning explosive disk which hugs the floor as it slowly travels its destination, before blowing up a massive section of the earth.

LAZER Not the quickest of guns but this double beam-laser cannon has good area coverage and lots of metal withering oomph.

**APHAEND**

A kind of giant robot that stops Apheland is armed with quite human-like weapons and is the most loyal looking character.

EMERALD Apheland's first and most powerful gun. Provides good coverage and has plenty of power but lacks somewhat in speed.

TORNER A targeted version of Apheland's close-quarter weapon. This fires off spinning disks of energy that, but hard to aim properly and low on accuracy too.

BOMB The combined equivalent of our gas, this one bomb causes direct explosion which damage Apheland's and knock them to the ground.



If you ask us, seeing two huge mecha robots beat the hell out of each other is the epitome of Oriental sophistication.

robot also has retro-thrusters. No, these aren't boosters which propel your robot into any lowering second floors. They're actually rocket shoes which shoot you 'out into the air for a limited spell. It's a bit like jumping. You know, that thing you do with your feet. This enables the player to get a good view of much of the playing area, and should the opponent be coming behind some scenery in your vicinity, let loose an attack upon their fields of vision. And if you're quick on the button you can also use your jump facility to dodge incoming attacks.

TRIPLE ONSLAUGHT FRENZY

And what attacks they are, my little bomb-buzzards. Each mark in Virtual On has three distinct attacks to call their own. Like *Ikusuna* fragments, no two are the same (although some are very similar), so this is obviously the best way to tell them all apart. The firepower of each weapon is limited, so you can't just keep firing the whole time, however, once your guns have run out they do slowly recharge their gas energy as you run war them again. The categories of attack can be roughly broken down into three chapters, with each robot having one of each. The first is "regular gas" attack. A long range explosive weapon



with lots and lots of ammo, this generally causes the least damage, but fires at the fastest rate. There's also an explosive weapon, usually thrown as it's fired away. These blow up on contact with the ground and cause damage to any mech caught in the resulting blast.

Strongly enough, these are often the most powerful attacks in any arsenal, especially should you score a direct hit. The third kind of offensive is what we like to call the "heavy one". These are specialist weapons which differ widely from mark to mark. Some are knives, like the *basenai* (which is just like the first two attacks rolled into one), some are wacky, like *Pa*, *Yan's* *Pa* *Beans*, which fire pink hearts. Others are gassy versions of hand-to-hand weapons, like flying disks and the like. These usually have the least energy, but are the most tactically useful whatsoever for your character.

HOW ABOUT A GAME OF ONE ON ONE?

How the robots arranged you may have noticed the mention of hand-to-hand combat in the last paragraph. That's because whilst these giant super hi-tech million-dollar robots may exhibit all the trappings of futuristic sophistication, they're all up for a lot of old-fashioned pugilist traditions. Over the two protagon-



The five pillars of Virtual On are the vast realm of Barbat's Pacific arena. Points is Dead.



Barbat's Pacific arena. While you do have opportunity to depend upon the virtue of the word "chance", it was actually a term describing the unique but the strategy of some break disks. He would have two parallel lines of soldiers attack in single file, or something like that, I seem to remember. But that I was there.



Barbat's Pacific arena. While you do have opportunity to depend upon the virtue of the word "chance", it was actually a term describing the unique but the strategy of some break disks. He would have two parallel lines of soldiers attack in single file, or something like that, I seem to remember. But that I was there.



Barbat's Pacific arena. While you do have opportunity to depend upon the virtue of the word "chance", it was actually a term describing the unique but the strategy of some break disks. He would have two parallel lines of soldiers attack in single file, or something like that, I seem to remember. But that I was there.



See you at the stadium? Not if the jet launcher and bombs, which probably won't be in the finished version. It just allows you to look at the robots from all different angles.



time can inflict a certain distance of each other's — precisely tracking their specific weapons as intended. They're too explosive, so, as you'll just have yourself up on their range. Ahem. Anyway this is where the maneuvers are put into and the knockout distance are achieved, figuratively speaking. Of course, there's no point in a big robot wearing knockout dusters, because their hands are already made of metal. So instead they're equipped with clubs, swords and various forms of martial arts weaponry. A pair of the attack buttons and your tail will swing away in a wide arc. If you make contact with your opponent a lot of damage will come. Headshots, should they throw you you're in for a decking. Close-range attacks cause more damage than most long-range weapons, so sometimes it pays to get in with a well-matched bottle over the head. But beware of inebriated death.

If you'd like to cause the destruction of a close-range attack without any of that cumbersome risk, there is another option open — the charge button. Pressing this will make a giant honey which initially propels your robot straight forward at some speed. If that you're moving all your weapons are tucked in your. It's a bit like one of those like Your Mind Things at a fast food joint. Tying weapons at this level uses all their stored power instantaneously, but it does cause firing multiple charges of gun barrels of time. Should a super attack hit home you can be it'll be devastating for all concerned. Forget you, obviously. However, super attacks use an amount to fire those three normal counterparts, something it's easy to waste your big shot and burn yourself out in the open thanks to your little burst of uncancelable speed.

EVASIVE MANOEUVRES

And here's a game 'not to determine the location of a deservably modest opponent? Well, for starters there's a swiveling great screen against an screen to indicate when you're being the wrong way, which helps. But if that isn't good enough for you, there's a better way to check behind the enemy and see where the opposition is lurking. A couple of quick buttons pressers are all



That's her gun, left and right, demonstrates the flip side of jumping. In the first we see how landing makes it easier to spot and target opponents in hitting. The picture below shows how the slow floating because of air. You know how you're in a moment counter-attack. Getting hit in the air may also give your robot, who'll swoosh into a loop in the frame.



This is where the **uncancelable** are achieved. Though there's no point in robots wearing **uncancelable**, because their hands are already **uncancelable**.



that's required to permit an overhead view. This gives you a broader view of the arena as a whole, and also allows you to see if the enemy is concealed behind a scenery block. The only problem is that it makes things with your tiny spirit much harder. In fact, it makes working out with end of your robot in the front pretty tricky.

TWIN JOY

at all this sounds a bit much for your poor joyed fingers, but not. If you've got a memory span longer than one of a bubble bath goldenfish, you'll recall we mentioned Virtual On's strange twin-joystick control solution. Well, thanks to the wonders of modern technology and mass production (the same things responsible for cars and Pet Max) you'll shortly be able to experience this experience in your own home! Signs have planned a solid version of the V-On cabinet controls for you to plug into your Saturn. This adds a whole new dimension to your freedom of movement and shooting. We're not sure if V-On will be packaged with the excellent Ja la Virtus Capi or not yet, and we're sure less of an idea whether there'll be any further games to support the peripheral.

Anyway, of the moment Virtual On is only about 60% complete. There's still an awful lot of work to be done on the editing, most of the events are still to film up and the graphics still need "solidifying" somewhat. We'll bring you much more news as and when we get it. For now though, unless back and a have a look of these shots of a game which is worth waiting for your reflection in the near future. This one will be better than a drunkenly-enticed look at Mercury.



next issue: Mass Fall on Virtual On Japan on our Japanese edit for visible signs of Japan and interviews the team behind the Saturn conversion. Read all about it in the next edition of this fine magazine.



RELEDOE

A tricky game tehrereth with a variety of high powered attacks to make up for lack of your old man maneuverability.

DEVIATE a single level chosen in a high arc. Good for blasting enemies behind scenery.

WARRIOR Bringer's Neader attack fire a line of blasting explosives for ward from his feet into the bottom. It's slow hard to aim, but a devastating attack.

ROUNDER A fast moving boxing mode with excellent steering capabilities. It's fighter's opponent in the open it's a real challenge.



TAL RAS BOW

Physically meant to collect on rollers. Not agile at all but has lots of big guns.

FLIGHTING HERO this has a different view which allows you to see an opponent's aim and exploits a contact with anything solid.

IRON LANCE a slow moving tank which has the advantage of wide coverage. This leads to differing angles for an uncancelable mode of feeling later.

MASS FALL the slowest of the big robot tanks which allows you to avoid the arena before passing to the side of the arena into the back.

COMING SOON

REAL BOUT FATAL FURY

King of the Fighters '95 was a one-on-one beat 'em up for technical aficionados. Now SNK introduce Real Bout Fatal Fury, a game that's even tougher. Are you a master?

I remember SNK was the only one ever not to have a billboard made on the river. In fact, all it had was a bunch of dead-looking men from SNK's rather first-ranked game King of Fighters '95. Seven years on, the game still hasn't been released, despite the fact that it is one of the greatest fighting titles ever. So good is that you need to use the highest memory card in order to play it.

Now it's all about to happen again, as SNK have just released Real Bout Fatal Fury in Japan (two months after releasing Fatal Fury 3, sadly enough). Once again, it's a virtually arcade-perfect conversion of the original. And it's also an extremely technical fighting game, even more so than King of

Fighters, oddly enough. There's a huge range of super-moves to boot, supercuts (like Fod in Virtua Fighter) as well as the ability to attack around your opponent in a pseudo-3D style. We'll be looking more at this a bit later on.

Just like King '95, this game requires an extra memory cartridge to provide all of the animation and music of the arcade original and all in all, it's a superb game. Certainly not in the same league as the incredible Street Fighter Alpha 2, but for the Saturn-owning SNK fans out there (and we know you are out there, owing to the phone calls we've received), this is a splendid conversion.

Another thing we will add about this is that SNK have



Now instead of just powering up a bar, you power it up twice, giving you access to two different types of Super Boss.

Does an absolutely hellish job on the music. Street Fighter Alpha 2's sweet-sour bass sound, diaphanous in comparison to the stage on offer in Real Bout, which includes some superb classical tunes.

NEW TECHNIQUE ACTION!

Capcom has never really bothered to introduce any pseudo-3D elements to the Street Fighter games, but it is in this element that Fatal Fury rules. This "Overrun" system allows players to part "into" or "out of" the screen, taking the action to different levels within each battle arena.

Real Bout isn't the first SF game to do this, but it does boast the most advanced system to date, allowing to attack as you move between "layers". It's similar in concept to what Yuzuki has introduced in Virtua Fighter 3 with the new escape button. Of course, wanting to escape from a one-on-one heat 'em up might mean you're a bit of a sissy but that's by the by.



LOADS OF SUPERS

Super moves have become some kind of standard in the annals of 3D fighting games and lest we let Capcom have all the credit, it's worth remembering that the concept was actually thought up by SNK (in an Art of Fighting game, if memory serves). This idea has been given a facelift in Real Bout. Now, instead of just powering up a bar, you

power it up twice, giving you access to two different types of super moves - Super Death Blows (5 on your power meter) and Potential Power moves (when you've received huge damage). As you might imagine, these moves are tough to execute, but can drastically alter the welcome of a previously predictable boss.

FIRST FATAL COMBO CONFUSION

Although Fatal Fury is renowned for being different in style to SF games, SNK have refused to pressure and included a

WHAT'S ALL THE FUSS ABOUT

Fatal Fury isn't too bright, have played it to the absolute for a bit but this won't look to the Capcom games. However, you might be the sort of player who has just got it, and realized that yes, SNK really are quite good at this combat genre involving, SNK, to a bit of a jaded Real Bout, read on (with thanks to David Holbrook).

FATAL FURY

SNK's first game to Capcom's slightly dated Fighter 3, this is appealing by many's accounts, for a start they have character sets available and for some reason, SNK have made perfecting a Fatal Blow in detail, as a necessary performance. Attack's Don Peden of Doom in War.

FATAL FURY 2

SNK went back to the drawing board with this sequel. The two principle characters from Fury 1 were retained, including with a further two. Included with the infamously endowed Mai. This was a bit odd in Street Fighter 1, but beloved popularity.

FATAL FURY SPECIAL

This time the Real Bout side has been taken over with its own character set and some very impressive special moves and backgrounds. Good, but still Capcom's subpar game.

KING OF FIGHTERS

The main line of Fury begins pointed to this especially popular the second fighting game. But '93 was Capcom's Valentine of the Year in 1994 and was a winner up to 1995. A new '94 release has just appeared by the accident and it almost certainly likely to be heading for the shelves in a short space of time.

FATAL FURY 4

Getting up against Super Street Fighter II Turbo, it will include the trademark and character of the Capcom games, even though in terms of depth of play, it was probably superior. And SNK's love for Real Bout II.



Five shots of Fatal Fury action. Billy Kane's special move in a devastating flame attack (top right). Mai's Fire-based fire attacks are spectacular (center). Billy Kane's super move brings about a flaming ring which he can stand flying (bottom left). Terry's Mai's initial fighting line-up (bottom right).



The gorgeous Mai (above) is one of the original characters in the series and also has a huge range of pyrotechnically satisfying special moves, one of which we've pictured. The Devil is never far (this remains a force to be reckoned with (below)).





their combo system, similar to Street Fighter Alpha 2's Real Bout Fatal Fury. Every character has a very simple chain which repeats over and over - just press A, B and then C very quickly! After that though, the characters diverge, with all manner of different combat action styles in their names, but like SE, an on-screen indicator shows you how many hits you've successfully chained. That's what all of this "Chain y hit" nonsense is about in terms of the accompanying screenshots.

BUT THAT'S NOT ALL!

Real Bout Fatal Fury features a couple of new ideas which work really well in the 3D fighting genre.

For a start, SEK have taken Capcom's air-blocking idea and added to it. Now, as well as blocking an attack in mid-air, you can also trap before you hit the ground and perform a devastating counter-attack. Also, just like Pat and Alicia in Virtua Fighter 3, your characters have the ability to reverse an incoming attack and use it against your foe. Creating stuff



An **onscreen indicator** shows how many hits you've chained.



SEK have actually tried to make things a bit more technical rather than cheap as in Capcom's fighting games. It's a brave effort, but to be honest, there are still several fatal-flaw and totally unnecessary nifty, rely on those nonsense chain combos and meters instead!



RING OUT!

Ring outs were first introduced in Virtua Fighter, and SEK have cribbed the idea for use in the Real Bout 3D arena. Each has an obstacle on either end of the arena which needs to be knocked away with multiple hits before a ring out can ensue. Then you simply knock them out and witness the humiliation. This ring out is quite amusing.



A super-move from Joe Higashi sends his foe flying...



But if the ring is a pretty spectacular sight right into...



A late train. Gets the beautiful jumping as the weakness...



But it's all for naught as the main fight gets on. The Game is Yours!



The finest pinball

simulation ever!

Six original tables,

each stunningly rendered

using Silicon Graphics™

technology, mathematically

correct ball physics,

special bonus side games

and animated lock sequences.

The first pinball game

to offer a true player's-eye

3D perspective.

Superb sampled sound

effects and atmospheric

sound tracks.

There has never been

a game like this before.

Try it - it's mind blowing!



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DARK SAVIOR



One of the greatest, and perhaps most under-rated
 enthralling 3D RPG. The Japanese coders of that classic
 have now brought their own style and vision to the
 long awaited sequel, the epoch-making Dark Savior.

If this game looks familiar to you, that's because this isn't the first time that we have shown Dark Savior to you in the pages of SEGA SATURN MAGAZINE. On page 30 of issue #6, in actual fact however, on those two pages we showed you pictures of the first section of Dark Savior... now that the game is complete, we can reveal that this accounts for 1% of this frankly enormous role-playing game!

Believe us when we say that Dark Savior is perhaps one of the biggest videogames ever created, with five different parallel endings! The programmers of Dark Savior - Clemax - had in mind an RPG that would offer months of gameplay with many different, worthwhile ways of playing the game through. From what we have seen of the finished Japanese title, it would appear that they have been most successful.

WHAT'S THE STORY?

When it comes to Japanese RPGs, you can be guaranteed that you're in for some gritty hardcore wildness. So it is with Dark Savior, as we venture forth into its intriguing scenario...

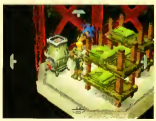
"These judged or being unable to return to normal society are sentenced to either death or life imprisonment on the isolated and solitary 'Island of Hell'. Without any regard for species, both men and monsters are crowded together here. Each and every one of them has committed a major criminal offense.

On this island the prisoners are administered by Governor Chaltigen the Third. With only the brains of a common mathematician he brings strict discipline to this prison island. In his book, there is only one rule "Death to all those who violate public order". It's because of his sadistic personality that most of the convicts bear hatred against him.

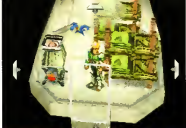
In addition, there are those who escort the prisoners to this palace of death. They are known as the Bounty-Barbers. It goes without saying that the convicts hate them as much as



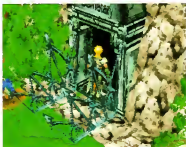
During the various trials, Ryo-to comes face to face with one of his henchmen. Both active sleep!



COMING SOON



A montage of Dark Saver action! The pic below left shows the cunning use of a key to open a metal gate. There's plenty of ladder-climbing action in the game, as shown below and to the right. A panoramic view from a later Paradise (center) which looks awes. Some combat "wonderboy" at the bottom. The left picture shows the player using a previously captured boss to do battle while the bottom-right pic shows Ryo-fo capturing a mad scientist type!



the Governor himself.

Those who successfully escape from the prison do so only to offer themselves as blood sacrifices to the Island! For although escape is possible, in reality, due to Governor Chutolgen's pride in preventing escape nearly all attempts are doomed to failure. It is said that the number of people who have successfully escaped by avoiding the numerous traps placed around the island is 0/0N.

Boardy-hunter Ryo To (from the country of Rajts) has been pursuing the metamorphic madman creature "Villain" for the last 30 years. With all the skill and effort he could muster in a final all out war he finally captured it. The authorities concerned have decided that the flesh-like monster must be transferred to the much larger prison accommodation at Jailer's Island to suffer the "Carbon Punishment".



The CP is mainly used against creatures like Villain (that are able to use cellular regeneration) which even if killed can regenerate at such an incredible rate that they can quickly be completely restored to life again. The special carbon fluid artificially stops the heart and suspends all body activities. Presently, the only device capable of executing the CP is installed on Jailer's Island!

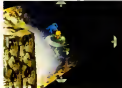
Ryo and two other elite boardy hunters Nick and Mai are ordered to accompany Villain to Jailer's Island on the large transport ship "Glim". This specially created vessel is used to transport condemned prisoners and contains a specially constructed cage/cell into which Villain is securely placed.

However, while the ship is still some 2000 nautical miles away from Jailer's Island, Villain's instincts are aroused by the stimulating effect of mysterious round waves! Suddenly, Villain secretes an acid like liquid that dissolves the cage/cell and quickly escapes! (via the



This mad scientist type doesn't look too much, but in actual fact he's extremely fast and about 20% more powerful than our hero, Ryo-fo. Thankfully, he's still rotten at fighting so defeating him should be easy!

This new RPG from celebrated coders **Cliff** looks like being something of an essential buy when it comes out next January!





Despite the cartoon styling of Dark Sector, the game manages to create a solid 3D terrain with multiple levels of platforms and terrain heights (left). Floating logs in open doors is a pretty common occurrence in Dark Sector (right and below). Using the Hyperion Perspective allows you to get a better view of the surroundings (bottom right and center). Make to know about it, Dark Sector is an ace game!



Textured polygons combine almost seamlessly with sprites to produce an astonishing 3D realm. Climax have pulled out all of the stops in creating an awesome action role-playing adventure!

ship "The siren sound and all panic breaks out..."

The long and the short of it is: YOU see Ryu-Ya and it's your job to track down the metamorph, vapor-criminal through the Isler's Island, apprehend him and see to his destruction and then quickly effect an escape from the dead life.

HOW DOES IT WORK?

The bones of Dark Sector is that it's an isometric 3D adventure game, sort of in the style of LordzTalker on the Megadrive only this time a mixture of sprites and textured polygons are used to depict the island and its denizens.

Although it looks like a traditional isometric 3D game, Dark Sector is much more. You can view the landscape from many different views thanks to a cunning new system known as the Hyperion perspective (see later), which literally takes LordzTalker into the next dimension.

The game is broken down into many different areas, starting off with the siren-mentioned

ship. Your performance on the ship dictates which of the five paths through the game you're going to embark on (see later also). It's your job to make your way through the various areas, talking to the characters, collecting objects and earning valuable experience points which allow Ryu-Ya to gain power and combat prowess.

Although it might look complicated, Dark Sector is pretty easy to get to grips with and from our hours' of gameplay we can say that it's probably the poshest Saturn RPG.

FIRST IMPRESSIONS

We've been giving Dark Sector a bit of attention now and then since the finished Japanese version arrived in the office and we can report that it's a top game. A very top game indeed. We are also happy to inform you lot that it is definitely getting an official release, with full-on English language action scheduled for a January 1997 launch. If you quite liked Shining Wisdom and its ilk, you're going to flip over this.

FIGHT! FIGHT! FIGHT!

Where would the world of role-playing be without a bit of fighting. One thing's for sure, it would be a most dull place indeed, consisting of such solving of logic puzzles, walking about and talking to people (yawn).

Thankfully, Dark Sector includes a fair smattering of fighting, mostly in the form of a rather brilliant one-on-one almost-like-Street Fighter combat system. You and your opponent face off in a best-of-three rounds scenario, using normal attacks, special moves and blocking in order to wear down your opponent's energy bar. There's even a Super Move energy bar you can build up. Brilliant eh?

Well, that's not the clearest part. Dark Sector allows you to star your foe into submission, whereupon you can capture them and add them to your ranks of fighters. So the next time you get set upon by some hideous creature, you can use your hot conquest to do the fighting instead of Ryu-Ya. Brilliant eh? Well, the further you get into the game, the bigger and more marvellous the creatures you fight... And every one that you engage can be added to your team!



Three stars of intense Dark Sector locking and dicing.



Using the Hyperion Perspective is the way to success on this level indeed. The platforms with boxes on more about and you need to see them to locate a lever (which is just off screen to the right). Once this lever is pulled, the box platforms drop away, allowing you access to the door set. You can't reach one it very well, but it is in this slot (behind the green mark). Using the Hyperion Perspective makes the exit pretty obvious to see.



Some pretty impressive architecture in Dark Saviour, and a lot of it is more than just decorative. Witness this enormous metal-glass door opening below.

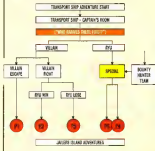


Puzzles, puzzles and indeed more puzzles. Dark Saviour is liberally peppered with the things. Most of the time the problem can be solved in the immediate vicinity. There's never a situation where getting a key or whatever involves a major excursion from your current locale.



THE PARALLEL SYSTEM

Dark Saviour is basically five different adventures in one, with the game variation you get lumbered with dependent on how you deal with the initial Naxos ship scenario. The diagram with this little box should give you some idea of how the game diverges at this crucial point. Although the landscape may be similar at many points, the storyline and the characters change radically, so do many of the objectives and puzzles. With the five major parallels opening around 100 endings, this game is HUGE!



THE HYPERION PERSPECTIVE

Landstalker might have been locked in the isometric perspective. Dark Saviour isn't. Using the left shoulder button or the analogue controller (if you have the NIGHTS pad), you can look around in just about any direction. The right shoulder button is used to stroll around, allowing you to view yet more of scenery. The system is absolutely brilliant and mastering it is a must. Sometimes hidden objects are revealed with the Hyperion Perspective and later on, potentially fatal drops into the abyss are avoided ONLY by using it! Other than that, the controls are rather simple. There's running and jumping. Attacking, talking and examining are all done with the same button. The inventory system, allowing you to check out your stats and booty is also available and super-simple to use.



This bit of action taken from the game's demo exposure of the beginning shows the real versatility of the Hyperion Perspective. The view can be warped at-will.



The fact that the entire terrain in Dark Saviour is made out of polygons and textures allows freedom of movement when viewing.

Scavenger scavenge game concept shocker! Make good-looking title!

AMOK

PlayStation 2
GAME STOP
Nintendo Game Boy
Scavenger
Unleashing what you've got
Amok
Developed by Scavenger, with an insight by Software of Art
© 1998 Sega Saturn

Some games designers have an excellent grasp of the phrase "high-concept", having their games stand out central (fifty percent) which breaks the product. However, you can match the mighty Lemax, one of the Scavenger affiliated teams and the best responsible for Amok. You can imagine the pitch the creative team put forward to the producer to try and sell the idea. "Erm... it's like Thunderhawk, Underwater". At which point the producer will have shaken his head wearily and picked up his flatus. Doubtless as the chief reached the door the junior teaboy programmer will have blurted in a last ditch attempt "With a frog!"

"Bingo!" thinks the producer "With a frog! What genius! I won't dismiss this idea after all! And we should all be glad that he thought that, readers because Amok is shaping up to be a vision of lowliness. Mind you I might be mythologising the whole process here, with my lies it's more likely that Lemax got Amok off the ground by showing off his wonderful graphics engine to an impressed room of schedulers.

“ You can imagine the pitch the creative team put forward to the producer. “Erm... it's like Thunderhawk, Underwater”. Bless their little cotton socks. ”

For Amok evokes some of the finest 3D graphics the Saturn has hosted for some time. Not in terms of speed or colour but in terms of detail. Amok asks your humble Saturn to handle no small quantity of objects at any one time, with it recourse to processor slowdown. And of course it's got a frog.

Well any old frog obviously. Otherwise it might have had of Tad Hill and the game would've been crap. Just diving around in a little tad car with Kirby and Benzer or whoever it was. But no this is a hard frog, made out of metal. A kind of robotic, mechanical frog vehicle. In fact, armed with many guns, bombs and missiles. And it is this mechanical frog you must guide through the various mission objectives set you in each stage. These range as usual from rescuing hostages to blowing things up and slow moving other things up. Nothing particularly fancy about that, you may think. Truth be told maybe.



A series of bright explosions signal the demise of a tankbuster, who we see see flying through the air waving his gun. Not that it's good they did his, obviously.



Defeat fly everywhere as some combat occurs. You know what it's like. Not that you'll have done this for real, obviously before you see an ambitious task.



There isn't. However, 3D exploration shoot em ups are a popular new genre which have appeared and bred like weeds since the advent of polygon technology. Saturn users can't get enough of them. It appears Amok is at least looking for the insight for Amok! (Amok! Produced in brief).

The exploration aspect has been toned down slightly leaving you free to head straight for danger rather than spend all your time fuffing around with maps. The weapons of mass destruction have been toned up slightly along with the scale of the enemy reinforcements. For example by level one you're already taking on a heavily guarded fortress full of soldiers and gun emplacements.

So Amok might not be the most original title headed for the Saturn - frogs and underwater setting notwithstanding - but it certainly looks pretty. As for the gameplay the depth and the longevity of Amok, we'll leave that for the review hopefully in the next issue. Until then keep the faith (but believe!).



Oh, here's a joke - Why did the frog cross the road? ..



Because it was hanging out with that damn chicken!



The first tracking mission pits you against a school of sharks. They're not easy to kill with your gun. But they look nice.



The sharks in the first stage are so beautiful it's almost a shame to kill them. That's what I had says anyway, it's a noble effort to explain why he keeps saying.

They might think they're tough, but these soldiers are also stupid, standing as they are, in the way of these soldiers.



MAP READING FOR DUMBASSES

Before embarking on each mission you're given a little breakdown of your objectives. Don't bother taking that much notice like you normally have to. An arrow on screen in the game shows you where to go and a line of text in the middle of your vision informs you of your next goal as the old one is achieved. You don't even need a map once you've got started. Which is good, because you don't get one.



Listen carefully to what the briefing tells you.



Actually, don't listen. It's dead easy.

THIS FROG WAS MADE FOR WALKING

Whilst your underwater frog submarine, which walks, runs and shoots missiles like a real frog, is a neat contraption beneath the waves, sometimes it longs to gambol on the sandy shores and play in the sun. Luckily this is fully possible, because the levels of Anick are split between underwater operations and land-dubbing japey. This adds a nice element of variety to break things up. A bit like the underwater section in Core's above-ground 344 isle's 3D robot walker exploration shoot 'em up.



These scary monsters are red, but, avoid them.



This is quite a nice picture, isn't it? Well done, eh.



That little red box highlights your nearest target.



This artwork depicts your amphibious misadventure, walking back from a mission whilst we gaze in a reverent stupor to see from behind. It might just be my chatty eyes drinking on, but I'll bet you a quarter of a penny that's what it is. In another life.

scorcher

Prepare for Scorcher marks in your pants!

PLATFORM	GAME STYLE	RELEASE DATE
Scorcher	Racing	January
arcade	The oldest original title you've ever heard of!	
PS 2 & PC LINK	Enhanced, full motion, online play, no cheats!	

Years and years ago was the amazing staff of SIM, unveiled a small new Sega-affiliated software house known as Scavenger. Scavenger, you may recall, was a collective of tiny programming teams poached from other arenas. Then, after showing us lovely demos of a couple of their titles which seemed to break whole new ground for the Saturn, Scavenger disappeared, for no apparent reason.

Well, now at last, they're back, and this time they've brought their games. Scorcher, their lead title, was impressive enough in its early beta-complete state and has moved on considerably since then.

For the uninformed (ie - anyone who bought their Saturn sometime in the last century which has since spent in the wilderness), we'd better tell you a bit about Scorcher. It's a futuristic race game where you play the pilot of an anti-gravity floating craft. Luckily though, that's about it: all it shares with *Wipeout* (which it will doubtless be incorrectly com-

“ The courses are carefully - nay, lovingly - produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. How very very pretty. Watoonga! ”

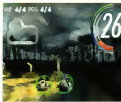
pared to forever] This floaty thing is in fact a strange kind of forcefield bike which you must ask to negotiate a series of increasingly winding roads sometimes on two or three levels of elevation. Sometimes you'll have to jump up to a higher road



It's the Frenzy Hunter Wheel Racing Championship!

or drop down into strange tunnels, to complete each lap. There are obstacles all over the shop (not to mention the competing bikes, which all conspire to make your life extra, extra hard. Not that they need to bother really, because your nimble lightweight vehicle provides enough trouble of its own, bound up around especially at the slightest bump). As is so often the case with decent race games, learning to handle the individual transport is initially as much of a challenge as facing the tracks themselves.

Scorcher initially won a lot of attention for its graphics. The courses are carefully - nay, lovingly - produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. But given that this was about eighteen months ago, things have moved on considerably in this fast-paced world of technology. However, having copied a butler's at the latest game's finished version, we can say that Scorcher still looks hot. The light bouncing adds a lot of atmosphere; there's an awful lot of roadside detail and the clever clip-masking ensures that the whole thing runs super-smoothly. Even if



My money's on its rugged olompe - Hooey.

that does mean all the races take place at night or in the fog. Still, there's the breaks, 'bout only mean if they didn't bother and you could see all the clipping in the horizon. So you'll get what you're given and be grateful, I reckon.

Anyway, despite the Saturn having been blessed with some awesome race games in the last year, Scavenger seem positive that there's a place in your software collection for their baby. Judging by visuals alone, we'd have difficulty disagreeing with them. Plus, they're bigger than us, so we wouldn't. But, on the subject of gameplay, we don't care how hard the producers are - we're willing to be brutally assaulted for our opinions. Luckily for us, we're not sure yet, but it looks like Scorcher might be the same by name and nature. There are a few bugs yet to be ironed out, and some potentially fatal slowdown to eradicate (which the team promise they'll do). So far though, this looks to have been worth the wait. And boy, what a wait it's been. Keep your eyes peeled for a full review next month. Or the month after.



The undulating terrain provides a realistic feeling of motion. And the lighting takes the 3DA, when you go in that tunnel, it gets all dark and that. Just like real life. Brrrrrrrrrrrrrr.



Don't worry, kids, this isn't a weird part of the game. It's from the intro.



As is this. Although they both look a bit like the usual graphics. Any other view.



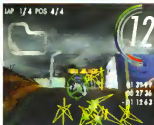
Some artwork showing all the fun you can have racing your little scorchy thing in Scorcher.

32 HEX

Real Dave Kishall-style ancient games comes may have lasted of Scavenger some years back. That's right, this is the team who first garnered plaudits for their amazing MegaDrive 32X clones. To be bluntly honest, the graphics looked not unlike the current Saturn games from their stable. Not that this is a bad thing, as the demos were ace. But luckily for their bank account, Scavenger never actually got around to releasing a game for Sega's doomed peripheral. Anyway, that just goes to show how a) good and b) clever Scavenger are.



This is what we in the trade refer to as a 30-sec loop. That doesn't mean that it's a very tall building, it means it looks like.



The yellow vector graphics stuff looks all exciting. Don't try to collect it, though.



That cruddy yellowness shows that something has happened in the game. Like a power-up, or something else.



We'd have thought that a before game set in these would see the light of day, eh? What a loss.



Look at these backgrounds. Oh I said LOOK! Don't just look a cursory cast of eye to them, have a good full-on SUTHERS and tell me it's not LEVEL!



CLIP 'ROUND THE EAR

Clipping has been the scourge of polygon games from the old Beery had Virtua Racing hit the world and stomped the populace than some mean one was pointing at the screen and saying "Look - you can see all the horizon appearing in blocks. That's crap." Well thanks for nothing, you miserable git. Thanks to miserable people like you, poor miserable programmers have to find ways to avoid this "horror" problem.

Scavenger have one of the most unorthodox ways of fixing this. They "mask" the horizon in semi-transparent items, simulating darkness, dirt or water. This allows objects to seemingly appear smoothly, when in fact it's just the clipping is hidden behind some pretty colours. Well done, chaps.

HEXEN

It's another classic id game!



DEVELOPER	GAME STYLE	RELEASE DATE
id Interactive	Shoot-'em-up	June
id	First-person shooter	Based on Doom from the PC original
1993		

After literally years of no development, Doom clones being available for the Saturn, suddenly a whole bunch of them are coming up fast. Out now in your local software shop you can purchase Saturned - a frankly stunning game.

Also, the games that started off the entire genre are headed for the Saturn. Does you'll know about (as we covered it last issue) and this month we take a fuller look at Hexen, the medieval adventure rendition of Doom with tons of extra bits.

Being developed by Probe Software (of Alien Trilogy fame), we can report that the Saturn translation of Hexen is looking very hot indeed. Everything from the PC version has been retained (including some of the ace rebit effects) and the game's speed is

“ All the character classes, the weapons and the magical power-ups are included and the “hub” elements of the level design remain in evidence. ”

most impressive. Although not quite as fluid as Doom, you shouldn't really have any complaints. The big news though, is that the Hexen adventure remains just as ace as it was on PC. All the character classes, the weapons and the magical power-ups are included and the “hub” elements of the level design (you can visit different routes through) remains in evidence.



Also, it's been confirmed that Hexen (and indeed the forthcoming Doom) use the Saturn link-up cable which should actually mean that the lead in question will finally get a release over here. It's well worth the effort - the DeathMatch action in games originating from id software is guaranteed to boost the longevity of the title. Also, it's great to see that the link-up aspects of the game are actually being coded in the Saturn version (unlike Without a Doubt Destruction Derby, for instance). What is also quite amusing is the ability to use magic to transform your opponent into an easily destroyed (and probably stinking) pig!

So all in all, it would appear that id Interactive are on to a winner with Hexen. How the finished product matches up to the similar Saturned remains to be seen, but with the id software pedigree behind the title, it should be a classic in the making.



Warning! Magic rings - they're always a winner. As are the corpses rotting away behind them in Hell. Expect some gruesome scenes in these bits!



Does you ever danced with the devil in the pale moonlight old chap? No? Oh, but you should! He means as well as his boss and can even break dances.



...And you shall know the terror of the Hellfire. In the land of Gehem you will discover pain in the shape of Hellfire, you shall find despair in the valley of Yea you shall know eternal suffering! And in the dark garden of Fruit you will be asked to see the Lord.



DOOM UPDATE

We were going to bring you more Doom action this month. However, it transpires that the Saturn code has been substantially revamped since last issue's mini-showcase. Developers Probe Software are concentrating on reducing the raggedy nature of the features and are intent on massively improving the game's fluidity. Compatibility with the analogue pad is also being coded. More next month.

**Little Johnny was
enjoying the sedate
pace of his new lift
to school, when...**



Hello, I'm Bob, and I'm
waiting to see if it's going
to start raining.



letter

Hello again, readers. Another day, another dollar. Which, at the current exchange rate, tells us the SSM staff alone their pots out for around \$2.33 a week (plus all the TWIX™™™ beer we can eat). Hardly a fortune by today's harsh competitive pay standards, we're sure you'll agree. Aah, but we're not in this game for the money, kids - we're not even in it for the glory. We're in it for the sheer love we have, love for both Sega and you, the great Sega-playing public. Each and every one of you. Please don't let this become an unrequited one-way relationship. Write to us at CULTURAL ELITE SIGN-UP SHEET LETTERS, SEGA SATURN MAGAZINE, PRIORITY COURIER, 30-32 BARRINGTON LANE, LONDON EC1R 3AJ. You may get a prize. If you don't, tough.

A VERY GENUINE MUTTER CALLS

DEAR SSM,

I thought I would write to with a fantasy about a game I am looking forward to. I was walking along feeling dejected because everybody could look kind in my face, when I saw a banner, stating GRAND TOURNAMENT INTRODUCING THE FIGHTING VPERS, so... went along to pick up a few hints... There was a very beautiful young lady dressed in, Red, waiting for her fight... I asked her if she would teach me to fight. After she said OK... She was a very good teacher... But if I failed, she really gives me the Burns look. Bitterly, I might add. But as a while, I exceeded her expectations, and I think she fancied me, as I did, her... I asked her name she - said CANDY... I said, Well CANDY, I've got a Sweet Tooth... She smiled... impossibly and left into my arms. THE END

I know it's a little weak... but I'd be happy to see it printed in the Mag. as I'm - Easily pleased

Regards

Phil Annon, Chisleholme

You're a severely dangerous individual.

I NEED SUPPORT!

DEAR SSM,

As a devoted fan of SSM and a complete Sega freak I felt an uncontrollable urge to write this letter WAKE UP SEGA, WE NEED SUPPORT!

When I first considered the jump to a Next Gen console it was a well thought-out and researched decision. All my colleagues owned PlayStation which put that particular console high on my list.

But I read the press, did some trawls, and made what I think was the best decision, I bought the Saturn.

What a piece of kit it is. As a former Megadrive/Mega-CD owner (which both was the business!) I can only say that it was surrounded by the difference: Graphics and sound are out of this world.

The only real problem I can see now is marketing strategy. Now that both consoles are, well, a lot less than I paid for mine, Sega's return must come from games and accessory sales. These does seem, however, to be a small problem with this. Take a look around the high street PlayStation shelves autographed Saturn shelves three to one. How can this be, aren't Sony new to all this, aren't I buying the best of all games and sales, when is all the support we've received when you read press advertisements both consoles are well established, with what looks like a comparable amount of games available. Why then is the high street so different? This, after all, is where most people make the decision and purchase their console. Am I the only one who has noticed this? Am I the only one with any concern? The Saturn is a brilliant development, don't sit on your hands Sega - give us the support now we've backed your brand!

Steve Alexander, Overton, Malton.

On the face, Steve, this isn't so much Sega's fault as that of your friendly local retailer. They're the ones that choose which games to stock, and at the moment many of them seem to be promoting loads of rather inept...

quality PR titles over the current flood of quality Saturn games. Hopefully this situation will change around Christmas, when Sega are predicting they'll sell racks of Saturns. Meanwhile!

DATE/ UP YOURS!

DEAR SSM,

I can't agree more ths the comments made by Karl Swan in issue 1 about the Date/ Action Replay cartridge. For £16 all you get is a total of 45 different game codes only SEVEN of which are for UK games (the rest for bloody imports), which includes rubbish games like Victory Boxing and Shinobi 2.

On the box cover it says "Enter new cheats as further games are released - Flash EPROM Technology means that all new entries are added to the built-in cheat menu!" WHAT! Flash EPROM Technology! New entries added!! And what of the "high-speed commit port"? That's good for the lucky few who own both a Saturn and a PC to connect it with. The rest of us have to rack up high "plane bills to get passed on to other departments, given other 'phone numbers to try or not even get an answer at all!

If only they would release new codes to magazines like this esteemed publication, and print them for us like they did with the 16-bit Action Replay and Game Genie. I'm sure that many people will actually buy the cartridge knowing what effects it can make to top title games. After seeing them printed in magazines I hope you will be printing such codes in SSM so that we can use them to find other codes and maybe send them to you. Hope you can help all us Date/ Action Replay cart (stunned) owners.

David Kinnings, Acton, Middlesex

Years is about the silliest letter we've had making this complaint, so it's obviously a case of contention over them. We can't just code we don't get. Date/ - and given the scarcity of Action Replay owners (especially those who actually buy the thing)


we're not sure if it's worth the space. Then, most codes end up along the lines of "Play Sub-Zero in galaxy games" or "Crack the game every time you jump", which doesn't seem particularly worthwhile.

I DON'T UNDERSTAND CAPITALISM

DEAR SSM,

What are Sega doing? In issue 3 Charles Livesey writes in and said that Sega are going to convert all their best games on the PC. Are Sega listening to FAITHFUL Saturn owners in the back or what? I mean, we might as well have gone and bought a PC and get the best of both worlds, but we didn't, we decided to stick with Sega through the gap to Mega-CD to MultiMega which as we all know are crap and are I worth a penny but still we bought them. It took Sega three titles before they could come up with the amazing Saturn. Now we find out that wasn't worth the money either - everything the Saturn's got the PC already has or is going to get. The PC has internet access, all of the best games that are on the Saturn will come out for

the PC (what are the bets that the PC conversions will be better than the Saturn's!) One reason I bought a Saturn over a PC was so I could play Saturn-only games by Sega. I know Sega has to make money to keep their company thriving, but whatever happened to loyalty? Kevin Bourdan, Beighton, London
PS If you don't print this I will know I'm right!

 **Concomerium happened to loyalty, Kevin. If you don't like the system, don't whinge about it to us - go and burn down a bank or something.**

THE ACCEPTABLE FACE OF GAMING


DEAR SEGA SATURN MAG,
Right, according to my family "this computer thing is all criss, you're not go outside and play!" Why oh why do I constantly hear quotes similar to this one? Family always mock computer games for so reason. It's like they've been programmed by an alien race to destroy all computer games. Why? Have you ever been told off by your mum for being inside too much? Parents note: WE LIKE BEING INSIDE DO STOP NAGGING!!

Chris Newson, Olney, Beds.
PS Blur are better than crappy Oasis

TO THE AWESOME POWER THAT IS SAM,

The other day I was playing snooker at the local club and thought "Why not have snooker on the Saturn?" Picture this - Breakasy Pro Snooker. It could feature all the top players such as the likes of Stephen Hendry and Ronnie O'Sullivan, it could have full commentary non stop, and of course the typical Saturn excellent graphics I'd also like to add something, because lately people who enjoy video games are being slagged off as being sad. This is not the case, I am an excellent snooker player and I enjoy playing football and cricket. I'm out with my mates a lot, I'm a massive Blur fan too. Also I have a steady relationship going (hi Helen), so there. My Saturn just passes along those boring Sunday afternoons in the house and makes my life a tad more interesting.

Carl Harsh, Garsington, W. Yorks

 **I've seen the connection here - people whine about gameplayers being sad and liberty because they're Blur fans! It's got nothing to do with games at all! The whole image of the scene could be completely reversed if only we could encourage some respectable music tastes!**

WHERE FANTASY MEETS REALITY

DEAR SAM,
You recently asked for fantasies linked to the Saturn and its games. Well mine goes something like this:

At the moment I'm a British soldier with IFOR in Bosnia and in my fantasy I'm taken to my Saturn's chips and IR's and given a challenge. If I complete it I get another two weeks leave pass home to the UK. The challenge starts on a train where all these soldiers are shooting at me and I have to get them before they get me in a Virtua Cop sort of a way before I find a Stratos rally car of all things, of Sega Rally fame. From here I drive through the countryside at breakneck speed but with a twist - I'm being chased and a hot air balloon is being chased again but being the driving hot-shot I am, it's not long before I'm at my final destination - the Arena. Here I have to defeat one by one the characters of Virtua Fighter before getting the prize. Unfortunately I've always had problems with Akira so it looks like I'm stuck here until the end of October!

Steven de Rosier

 **That sounds more disturbingly similar to your present reality, Hava. Hope you don't get that.**

I'M A SKIVING SHEIFTLSS IDLE GOOD-FOR-NOTHING

DEAR SAM,
I've just taken a day off work to recover from a brilliant night out in Newcastle. My choice recovery method was to set the Saturn up so I could play it in bed and drink loads of coffee.
Unfortunately I still feel terrible, but that's beside the point, which is that ANYONE




As Adrian Worley occasionally puts it, Guardia Heroes is a game with loads of depth, loads of white and some pretty smart characters to boot.

who cannot enjoy the gaming phenomenon that is Guardia Heroes is not fit to own a Saturn. The computer or equivalent of social services should come round and find a foster home for Kenyan Ken's machine. What more could you want from a game? I've just finished it. In Story mode for the first time and I've still got six more finales to discover, not to mention playing as other characters and the two-player option. It's a crowd pleaser too, with my 16-player adaptor (purch used for this game) I spent several hours after the job with four mates playing various team/versus man for himself ball gang up in one person-type situations and it was a fantastic laugh.

I suspect you only printed Kenyan's letter to provoke controversy, so as a measure of your success could you print the number of letters of support for GH that you received this month?

Thanks folks, I'm off back to bed.

Adrian A. Worley, Clayton St. West, Newcastle-Upon-Tyne.

 **Well Adrian, let's hope your employees aren't reading this or you're right in the sack. Anyway, we got LOADS of letters defending Guardian Heroes from Kenyan Ken's unqualified onslaught, and NOT A SINGLE ONE agreeing with Kenyan. Which just goes to prove we must have been right about GH being brilliant. An usual. Hope this is worth your impending unemployment.**

THANKS FOR NOTHING, CHRISSEY-BOY

DEAR SAM,

When MMS talked about SPINDRIGONS they were trying to say that they were taking 3D sprites and 3D polygon based sprites and then making them look and/or move the same, so you (the player) could get a more detailed and clear game to get into.

Chris Taylor, Twynghy, Rhondda, Mid-Glamorgan, Wales.

 **Yeah? So what? Since when did we ask your opinion?**

BUY A SATURN

DEAR SAM,

I have been saving all my hard-earned pounds for a new games console. I already have a 486 DX4/16 PC but games need too much memory. So please could you tell what games console is best?

Nick Stone, Manchester

 **The Saturn.**

HOW FAR CAN I FIT UP YOUR BACK PASSAGE?

DEAR SAM,

Your myr rules, the SAM team are ace and yes, I have to agree with Sam, Rich does look like Data out of Star Trek. I can just imagine him saying "Inevitable Captain! The androids appear to have demoralised the Hydrologic control-matrix!" (or so, but I do like the repeated use of the word "Inevitable" - Haha). Anyway, on with the letter. I would like to congratulate you. Not only do you provide a fantastic mag etc etc but your NIGHTS review was incredibly accurate. It does deserve all 666 (i, not ten minutes ago, completed it's masterpiece of programming. The glitches with the game you thought are also correct. Yes, the game is too easy, but yes you will return not only to get an A in all the levels but also to use the cute NIGHTS developer and prove I still can't get over just how good NIGHTS really is. Oh, and incidentally, anyone struggling to get to the end and keep trying. The ending is most definitely worth it.
Heart Chapman, Hythe, Kent.

 **These you go readers, we're right again. God, we're fantastic. Someone should give us Knightriders. Like the Queen, for instance.**

WHAT YOU'VE BEEN TALKING ABOUT THIS MONTH

Oscarman Harem is cool! So is **WIKING**! The Action Replay is! **Why is games packaging so crap!** The man in Blk chased me out of the shop!

As Bob Dylan was apt to point out, "the times, they are a-changing". And here at the humble Q+A folk guitar, new strings are being added and old ones retained. Joining Mark Maslewicz in an Art Garfunkel sort of way, is our very own editor, Richard Leadbetter. He'll be covering any questions that are not Sega specific, using his vast memory capacities to prove that he is indeed 'The Master'. At least, a master to himself and the vagabond midgets he runs rackets with down Leather Lane Market. But that's another story. Anyway, send your questions to **RICH OVER TROUBLED WATER, Q+A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, E6C 2AU.**

Q&A

BUGGIE

Dear SIM,

- I love your fantastic magazine almost as much as my Sega Saturn but I have a few niggling questions that have been well niggling
- 1 Will the Saturn be able to handle VHS (all the standard formats) for window effects without it suffering from frame slowdown or pixelation? (And don't say some crap like 'a Saturn says so who are we to argue')
 - 2 Will the NIGHTS 3D controller be compatible with Tomb Raider?
 - 3 Any news on Syndicate Wars and/or Mortal Kombat 4?
 - 4 Will Hardcore 4x4 have a two player split-screen mode?

1. It won't be totally perfect but will be better than most people's expectations. It's impossible to say yet if certain features will be possible until I AM confirmed it's definitely coming to Saturn and whether any form of cartridge will be used. 2. Don't think so. 3. Syndicate Wars is definitely Saturn-bound. No news on MK4 though, there's probably because it isn't even in the arcade yet. 4. Maybe.

NOT BEEN ON EXHIBITS? (WHY NOT YOU FOOL)

Dear SIM,

- As you in the COOLEST GAMES MAG around please a reader my questions to put my mind at rest
- 1 Do the high capacity memory carts I have seen around invalidate my Saturn's warranty?
 - 2 I want a Doom-style game with lots of puzzles and mazes. Should I get Alien Trilogy or Doom (I'm not that keen on Behemoth)?
 - 3 Are there any football management games coming out as I saw one called Football Manager in an advertising booklet I picked up? Will the keyboard be missed in conjunction with the mouse and will there be any software packages for the keyboard (like a word processor)?

Keith Ovarren, Dunblane, Peterborough.

1. The Sega carts and be safe. 2. Of the three games mentioned, I would recommend Exhumed. I don't care if you're not keen on it - your



It would seem that the best for Doom-style games like Exhumed and, as shown is Exhumed with you lot.

letter is played before the game's release, Sega you haven't dated it. Trust me. It's better than Trilobyte and more clever than Doom. 3. No current ones, but it easily won't be long. 4. The keyboard will be available but software packages like a word processor are unlikely for now. More news early next year.

"BYE" TO SAM

Dear SIM,

Hello again! I've just returned from a week's holiday at Devon and I played on a load of arcade games down there such as Sega Rally (with Cap 2 VHS, Daytona and Blast 'N' Wheel) and I'd just like to say "Bye" to Sam. We'll miss you. And also welcome to the folks back here as my questions:

- 1 My parents absolutely loved playing Bag and they found it very fun indeed! Will Bag 2 be difficult as well?
 - 2 My next question is for Rich because I'm on a bit of a Star Trek TNG fix (I'd like to ask what he thought of Generations, especially the saucer crash).
 - 3 My friend (see Bennett) is getting a Saturn soon and he loves driving games. Are any up and first person perspective shooting games (like Doom)? What would you recommend for him to buy?
- That's all I have to say except thanks for printing my last issue. One final thing, will you please have the reviews as they were in Sega Magazine!

Chris Moore, Oxford, Bradford

1. Not quite as tough, but there will be many more levels. 2. Having watched the linerette a few times now I still think it's a decent enough film, but otherwise it's not quite in comparison to some TNO episodes. The new film, Blast Contact, looks A-C to me. The movie itself was brilliant, although the two links a bit odd. 3. Simple Sega Rally, Exhumed, VHS Street Fighter Alpha 3, Fighting Vipers. And NIGHTS of course, which defines games. We will have a new reviews style in time for the next issue. It will not be like Sega Magazine, but I don't think you'll be disappointed.

HENRY DINT PETERING

Dear SIM,

- I've got a couple of questions I'd like you to answer if you could. Cheers
- 1 Gameplay and Special Reserve both sell 'high capacity memory cards'. They're twice the size of a normal card and over 100 quid cheaper. What's the catch?
 - 2 I was dead excited when I heard about your second demo CD coming out. However I reckon that they should be more regular say about once every three issues. How about it?
 - 3 Will Treasure do a sequel to Guardian Heroes?
 - 4 Why don't you do posters in your magazine?
 - 5 Finally I think you should put the amount of memory

required (in Saturn units) for each game in the info section of each review and in the Out Now sections.

Stuart Chapman, Hythe, Kent

1. Buy an official one to be safe. That's not to say that enough memory than you'll ever need on these anyway. 2. The plan is indeed to do one every three months in future. It's better to do a few new ones than many old ones. 3. No plans at present, they're working on an all-new Saturn project. 4. If it will enter lower, we'd do it. Indefinitely was just experience is that even doesn't really increase. In effect, we're finishing our money down the latrine. 5. What it really affect your decision to buy a game? I don't think so.



Exhumed does not look odd, it's the only SIM

BOONS OF PLEASURE

Dear SIM,

- I have some questions for your Q+A section. I would be very grateful if you could answer them
- 1 Sega Rally's a fantastic title and it has given me hours of pleasure, but the limited tracks drain the latability I know public demand is high - so is there any chance of a sequel?
 - 2 Could you settle the ongoing and totally boring dispute between Saturn and PlayStation owners. Which is the better machine and why?
 - 3 Do Sega have plans to release popular arcade title Indy 500?
 - 4 Do Hard Trilogy was advertised months ago - where did it go?
- Thanks for a magazine that is not only informative and interesting but is not full of adverts and is written in such a way that your older readers can appreciate it as well as the younger readers.

Marilyn Perry, Gilling, Kent

1. The new Daytona should satisfy all driving game fans. There may be a Rally sequel eventually. 2. Oh what a question. For me it's not about hardware but the games and with stuff like VHS and Sega Rally T4 give the Saturn every time. 3. Daytona C2 took priority over it, but it might appear eventually. 4. It should be cropping up in the next month or two.

BLAM!

Available on:
PC CD-ROM
SEGA SATURN
PLAYSTATION

BLAM!
-MACHINEHEAD

See! through the eyes of Dr Kimberly Stride as you ride the Vorpak Bleds through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama. **Gasp!** with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV. **Laugh!** in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration. **Scream!** with terror at horrific hordes of mutated polygonal enemies. **Beg!** for mercy as you face the Machinehead in the mother of all showdowns... **Play!** Blam!-Machinehead! for the ride of your life.

EIDOS

Blam!-Machinehead © Core Design Limited, 1998. All Rights Reserved.
Core Design Limited, 39 Ardaraire Road, Derby DE11 3PL

CORE

A close-up, chest-up view of the character Alpha from the Street Fighter Alpha 2 game. He has a fierce, angry expression with glowing red eyes and a wide, toothy grin. He has a large, spiky red hairstyle that resembles flames or a crown. He is wearing a blue jacket with a high collar and a necklace of large, round, brown beads. His right hand is clenched into a fist, positioned near his chest. The background is a bright, solid yellow.

SHOWCASE

STREET FIGHTER
ZERO
2

It's the saga that doesn't want to **lay down and die**. And why should it, when its **ever-surpassing** graphics and gameplay go to make it a consistently popular and **proudly upstanding** game. Street Fighter Alpha 2 is the latest instalment of **Capcom's celebrated beat 'em up**, and as **ROB BRIGHT** found out, it's looking **better than ever**.

RETURN TO
ALPHA



The next step for the Street Fighter series I think, would be to incorporate all of the fighters into a multi-title swap opera. You could call it something like Street Leaders or Fightmaster Street or Hard Neighbors. I can picture it now. Ken and Ryu would play 'The Mitchell Brothers, Jimmy could star as the feisty Charlene (...hang on!), Akuma's kish-ryu qualifies him as the stoic Bruce's father karatecist Jet Glover, and how about Zangief as that most celebrated of extras, Big Ben.

It's certainly something to think about between beats on Street Fighter Alpha 3, the latest in the long and illustrious line of Street Fighter games. Originally, the Alpha series was intended to be a little of a gap year between the last of the 2D's games and Street Fighter 3. However, its popularity was such - especially in Japan that Capcom have since decided to respond to the call for a sequel.

Add the plethora of assets to a massive eighteen selectable characters (including previously hidden characters Akuma, Dan and Blanka), and Alpha 3 establishes itself as the most comprehensive game yet in the Street Fighter series.



ALL-NEW GAMEPLAY ADDITIONS

Although Street Fighter Alpha 3 benefits from all-new graphics and music (all the old tunes still seem new ones), the real revolution in the game is in the playability, which benefits from several key additions.

1. Enhanced Alpha Counters

Street Fighter Alpha introduced the concept of Alpha counters, which allowed you to reverse any hit by using up some of your Super Combo energy. This feature has (unfortunately) been left on for Alpha 3 in a new, enhanced guise. Now all characters have counters involving both punches and kicks (there was only one counter per character in Alpha). Basically this comes down to a high or low counter. This gives you more control and means that counters are far more likely to hit home in the original, providing you choose the right one.



Ryu's low energy Alpha Counter is useless...



...but the punch-based Counter works.

2. Custom Combos

This is the big new addition to Street Fighter. Charge up your Super Combo energy meter and unleash a Combo in Combo. Your fighter is surrounded by purple after-images and becomes super-fast. You can now buffer in as many moves and special techniques as you want and watch as your opponent is (hopefully) incinerated instead of all together. Marvelous!



Ken's fast enough on it, but when the Custom Combo kicks in, he's behind!



Ryu gives it some Custom Combo action. All special moves have no recovery time.

3. More Options

Capcom can see the distinction between home games and arcade ones. Obviously, for the home, more flexibility is required. After all, you have paid £40 for lifetime rights to the game as opposed to pay for a minutes-worth experience. So, what do you get? For starters you get the complete encyclopedia of Street Fighter Alpha Capcom artwork, lovingly rendered in the Saturn's high-resolution screen mode.

Of more relevance to the game is the Training Mode, allowing you to practice your combos as well as a Survival Mode that puts you in a pitched battle against every Street Fighter in bars, lively.

There have been concerns of an enhanced Domestic Battle mode pitting two human players against one CPU fighter, but so far nothing has been confirmed. In fact, Capcom have denied it but the rumours persist.



JUSTIFY YOUR SEQUEL!

Complaint games have rained around the world know the 'secret of the sequel' - it can't be too fly the same as before. Of course, many of them only offer this a varying real and then fly and fly off the handle by generally ignoring the rule. But Capcom are a bit cleverer than that, and they realise you've got to make your sequels that bit different. The extent to which this rule applies to Tekken or Championably additions is a matter which we'll wrap under the carpet for now. Anyway, here's what's new with the Alpha characters:

SAKURA: You won't recognise Sakura from either earlier Street Fighter games or any other Capcom game involving women. That's lovely, suggesting either because she is in fact a totally new character, and we only thought she was a new creation to arrive in Alpha 3. She's also the youngest character yet, nothing more than a hair-raising 12 years old. Her fighting style is based primarily on her love, the awesome Ryu, and as such she has moves which tend to shadow his techniques. Her attacking style actually sees her using a variant on the dragon punch, as well as a wave punch which is particularly effective for taking down opponents attacking from the air.



Sakura's rendition of the Dragon Punch gives us a bit more oomph with heavy punch!



Alpha veteran Birdie suffers a close range belter! Tirock! brought from Sakura!

Wave Punch	○ ○ ○ ○	with any Punch Button
Sakura Punch	○ ○ ○ ○	followed by any Punch Button
Spring Wind Kick	○ ○ ○	with any Kick Button
Storm Punch	○ ○ ○ ○ ○ ○	with any Kick Button
Spring the Season	○ ○ ○ ○ ○ ○	with any Kick Button
Confusing Sakura	○ ○ ○ ○ ○ ○	with any Punch Button



Although weaker in Special Move to Ryu, Sakura has her fair share of new techniques.



This underwater-flashing technique is Sakura's answer to Ryu's barrages tick.



A close-range magic Tirock produces some spectacular possibilities - one of the better additions made in Alpha.

SAKURA PERSONAL DETAIL

BACKGROUND: JIN
WEAPON: SUIJI
ENDORSE: ???
AGE: 12
POWER: 100
AGE: 1000
THE POWER: 100
THE NAME: JIN JIN
HEIGHT: 100 CM (33 IN)
WEIGHT: 100 KG (220 LB)



Two fighters from Street Fighter Alpha (but returns in the sequel - that's Birdie and Birdie by the way).



Over-11 is her Alpha costume, which actually first made an appearance in the real sequel for Capcom in Super Street Fighter 2 (before you chose to make her a full-time derivative).



The fall-up, unresponsive here from the arena makes his way to Sakura totally cool.



These pics surrounding the section show that all of the old Alpha characters are back in the sequel. We haven't covered them in much depth here since we're assuming that you've played the first Alpha game. If you haven't, more bad you. Because it has A22.

Yoga Fire	□□□□ with any Punch Button
Yoga Flame	□□□□□□ with any Punch Button
Yoga Transport	□□□□ or □□□□ with all Bikes or all Punch Buttons
Yoga Blast	□□□□□□ with any Kick Button
Yoga Strike	□□□□□□ with any Kick Button
Yoga Inferno	□□□□□□ with any Punch Button



The Yoga Blast is a high Yoga Flame attack. You need to take out jumping attackers.

It's meant to cut through the traditional Yoga Fire attack.

GEN: Gen was around in the very beginning, appearing as the original Street Fighter. In physical appearance he resembles something of a Tenacious Super society. However, he is unique among the streetfighters in having the ability to fight in two styles. When he takes on his "Monkly" style, he fights a bit like Vega from SF4, making use of a rolling attack and having the uncanny ability to spring off the wall. In the "Crane" style, he sports an El Honda style rapid punch attack and an unusual kind of dragon punch: he performs with his feet! Most impressive though, is Gen's Death Point Strike which lays down the gauntlet to an opponent, either they retreat or they suffer a "Heaven's Fall".



The emphasis of speed is heightened still further with Gen's multiple images of his falling limbs appearing simultaneously. A truly awesome fighter.



DHALSIM: Conspicuous by his absence in Street Fight of Alpha, Dhalsim has nevertheless managed to establish his way into the sequel. He's been made over a little bit for this sequel, although essentially his moves remain the same. Some new touches include his ability to vary the length to which his people's limbs stretch, pivoting either towards or away at the same time as the attack is executed. By varying the distance, Dhalsim can cunningly flow an opponent into an attack and then exploit them at their most vulnerable. Another new feature for the character is an aerial defence move in the shape of the "Yoga Blast", although this is a bit tricky to pull off. Finally, Dhalsim now has the power to teleport (at about 100% health) at any time (even when getting up from the ground), although to balance things up Vega's now a longer recovery when an his Yoga Fire. His full potential remains unknown, but he's bound to be most powerful.



DHALSIM

PERSONAL DETAILS

BACKGROUND	100
AGE	30-35
HEIGHT	5'10"
WEIGHT	150 lbs
HAIR	Black
EYES	Blue
WEAPON	None
WEAKNESS	None
LIKES	None
DISLIKES	None
LIKES TO EAT	None
LIKES TO DRINK	None

Special Techniques	
Leg Throw	□□□□ with any Kick Button
Round Flat Strike	□□□□□□□□ with any Punch Button repeatedly
Special Counterattacks	
Jumping Receptors	□□□□□□□□ with any Punch Button
Death Point Strike	□□□□□□□□ with any Punch Button
Special Counterattacks	
Rolling Palm Strike	Charge □ then □ followed by any Punch Button
Light the Wall	Charge □ then □ followed by any Kick Button
Vertical Dive	During Tornado □ off the wall
Special Counterattacks	
Rolling Leg Throw	□□□□□□ followed by any Kick Button
Repeating Foot Charge	□□□□□□□□ with any Kick Button



GEN

PERSONAL DETAILS

BACKGROUND	100
AGE	30-35
HEIGHT	5'10"
WEIGHT	150 lbs
HAIR	Black
EYES	Blue
WEAPON	None
WEAKNESS	None
LIKES	None
DISLIKES	None
LIKES TO EAT	None
LIKES TO DRINK	None



SECRET CHARACTER MYSTERIES

In the arcade, you might have heard of a bunch of secret characters hidden in Street Fighter Alpha 3. The most notorious is definitely Evil Ryu - a version of the game's central hero who has learned some of Aluma's most powerful moves. Other secrets are the Street Fighter Turbo versions of Chun-Li, Dhalsim and Zangief. A hidden version of Gouken/Aluma is also included. So the question is, are these characters in the Saturn conversion?

The answer, surprisingly, is YES! The Saturn version scores over the slightly inferior PlayStation game by including all of these secrets and also has extra features, better speed and more animation than the Sony game. So two-fingered calves, howls of "ryah ryah" and other childish behaviour should be treated at Sony's owners by order of Sonic.

EVIL RYU... THE ULTIMATE EXPRESSION OF EVIL

For years, Aluma has been shadowing Ryu's every move, occasionally jumping in to challenge him in battle. The reason behind the evil-one's interest becomes clear should Ryu succumb to the same power as Aluma, he is transformed into the deadliest Fighter ever seen.

How to get him: At the character selection screen, highlight Ryu, then press and hold down start. Move to Adon, Aluma, Abax, then back to Ryu. Press any button.



ORIGINAL CHUN-LI... IN HER OLD GAR!

Let's face facts: old Chun-Li just hasn't been the same since she's ditched her traditional Chinese costume and opted for the girl-investigative 'Eureka. This special mode puts her back in the old gear, loses her Super Combos and changes one of her moves slightly.

How to get her: At the character selection screen, highlight Chun-Li, then hold down the Start button for about five sec, then press any button.



Look at all of these brilliant hidden characters! Many of them aren't in the PlayStation version of game. That's good for us this eh?

SHIN GOUKU... HE'S TOTALLY MAD

So, Evil Ryu is the most powerful character in Street Fighter Alpha 3? Well, yes. Until you find out how to access Shin Gouken - a super powered version of Aluma! Resilient to damage and packed to the eyeballs with powerful moves such as multiple air fireballs, Shin Gouken really is Power Made Flesh!

How to get him: Highlight Aluma and then press start button and hold it down then press: Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then hold down Start and press any button.



TURBO DHALSIM... NOT THAT GOOD!

That new Dhalsim eh? He looks a bit good in all of his anime finery and well he might - after all, this is Street Fighter Alpha 3. But listen - don't you hanker for the old, different style Dhalsim, the one without all the fancy new moves? No? Well, you



get him any way with this code:

How to get him: At the character selection screen, highlight Dhalsim then press and hold start. Move to Zangief, Sagat, Nash, then back to Dhalsim. Press any button.

OLD ZANGIEF... ALL RIGHT FOR COMEDY VALUE!

The old Zangief was kind of like the fat boy at school: large, hulking, a tad repellent. But get to know him a bit, spend a bit of time with him and you might actually start liking him. Or maybe not. Still this is the code you need to access the Roland Browning of the Street Fighter Universe.

How to get him: At the character selection screen, highlight Zangief, then press and hold start. Move to Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, then back to Zangief. Now press any button.



AND THERE'S MORE... BUT WE AREN'T TELLING

Extra cheat modes in Alpha 3 include an autofire mode as well as an infinite custom combo, allowing you to perform 300 hit combos when used in concert! How do you do this? Well, we aren't telling for now.



One of the hidden hits not revealed: how to get a 99 hit combo with Zangief!


DAN
PERSONAL DETAILS

BACKGROUND STORY LINE
AGE: 20 (17)
DOB: APRIL 20 (17)
WEIGHT:
HEIGHT: 178
HAIR COLOR: RED
EYES COLOR: BLUE
HAIR STYLE: LONG PONYTAIL
WEIGHT: 65 KG (143 LB)
WEIGHT: 65 KG (143 LB)



DAN: Dan was one of the three Midway characters in Street Fighter Alpha, and a bit of a slouch compared to the other Midway characters. He's not really any better in this regard. In fact, as far as some of his moves go he's worse. Most notable are his aerial jump attacks and weaker Gale Kick, in it about the only new ability Dan has acquired since he was last seen is the ability to front kick. Seriously, Oh well.



Stylized Flat ○○○○ with any Punch Button

Shining Dragon Flat ○○○○ with any Punch Button

Gale Kick ○○○○ with any Kick Button

Rolling Toss ○○○○ with the Start Button

Sky-Shaking Stylized Flat ○○○○○○ and any Punch Button

Shining Dragon Rolling Flat ○○○○○○ with any Kick Button

Winning Ykkasson Flat Fury ○○○○○○ with any Kick Button

AKUMA: Akuma was a secret character in Street Fighter Alpha, and is the pupil of Gen, the tough looking old master who appeared in the original Street Fighter. He is famous for his instant Hellish Death Strike which is the most powerful move in the entire game, alongside Zangief's Spinning Pile Driver. Akuma will also attack like his aerial Backfall (although this travels at a sharper angle than it used to), and the Ryu style dragon punch (although, here again, this move is now no longer totally invincible). You'll also notice that Akuma has decided to fit himself out in a sparkling new white suit.


AKUMA
PERSONAL DETAILS

BACKGROUND STORY LINE
AGE: 20 (17)
DOB: APRIL 20 (17)
WEIGHT:
HEIGHT: 178
HAIR COLOR: RED
EYES COLOR: BLUE
HAIR STYLE: LONG PONYTAIL
WEIGHT: 65 KG (143 LB)
WEIGHT: 65 KG (143 LB)



The instant Hellish Death Strike performs the excessive symbol Tobi (above left) and reflects to like (above)



Mighty Wave Flat ○○○○ with any Punch Button

Overarching Wave Flat ○○○○○○ with any Punch Button

Mighty Tearing Dragon Flat ○○○○ with any Punch Button

Ice Wave Flat ○○○○ with any Punch Button

Overhead ○ plus Middle Punch Button

Fire Kick Jump, then ○ with Middle Kick Button

Backside Leap ○○○○ with any Punch or indeed Kick Button

Teleport ○○○○ or ○○○○ with all three Punch or Kick Buttons

Destructive Mighty Wave Flat ○○○○○○ with any Punch Button

Reinforced Mighty Dragon Flat ○○○○○○ with any Kick Button

Runes Mighty Sky Cleaner Jump, then ○○○○○○ with any Punch Button

Instant Hellish Death Strike Low Punch, Low Punch, ○ then High Punch

SHOWCASE

ZANGIEF: (The Ethereal Zangief seems) to take some time out, but in Alpha 2 he's back once more and has an off-road range of moves for players to grapple with. Essentially his standard moves remain the same as those he had in Super Turbo and involve a lot of yoo' spawing of the D-pad. In order to pull off his classic attacks like the pinwheel, it's in Zangief's super moves that we see some new attacks. He has a mid-air throw known as the Aerial Roman Slave and a Final Atomic Buster which is in fact a super ending pinballer.



The Spinning Pin Driver is full effect



Super ending Zangief Drive!

Moves	Input
Spinning Pinball	↶↷ with any Punch Button
Double Lariat	All three-Bush Buttons pressed together
Spinning Crotchshot	All three-Punch Buttons pressed together
Spinning Pinwheel	Spin and 360 Degrees then press any Punch Button
Power Bomb	Spin and 360 Degrees then press any Kick Button
Final Atomic Buster	Spin and 720degrees then press any Punch Button
Aerial Roman Slave	↶↷↶↷↶↷ with any Punch Button



The new look Zangief in the Alpha 2 style. His Spinning Punch (Final) style attack produces the above fire-fut. It looks good, yes?

ZANGIEF PERSONAL DETAILS

BACKGROUND 1510

HP-0000 1110

WEIGHT 410

ORIGIN

POWER 100

AGE 17-20

THE FOUNDED 100

THE-ARMED 1100

SMART 1000 PUNCH AND HIT REPLY-DRIVING MASSAGE



ROLENTO: You might be forgiven for thinking that Rolento is an entirely new character. However, those of you with a near encyclopaedic knowledge of Capcom games might recognise him as the level four boss in the original Final Fight coin-op (and also as a companion on the Mega-City 2). His background is actually the moving crane that the Final Fight character had to take to his life. With a useful piece of piping in his hands, Rolento does a formidable boxing attack, although the necessary time with this move is massive. He also makes use of an aerial knife throw, a rolling attack which involves multiple hits and a Vega-esque off the wall attack. As far as his ropes go, Rolento makes use of his grenades which explode on opponents and sleep enough to knock them.



Nonetheless, if Tai Long's bombs do come from Super Street Fighter, Rolento's helmet can inflict enemy enemy hits.



ROLENTO PERSONAL DETAILS

BACKGROUND 100

HP-0000 1000

WEIGHT 110

ORIGIN

POWER 100

AGE 100

THE FOUNDED 100

THE-ARMED 1000

SMART 1000 PUNCH AND HIT REPLY-DRIVING MASSAGE



A Pipe-throw from the wall, intended to be a move to the drops. A knock-to-leave Rolento technique.



ROLENTO PERSONAL DETAILS

BACKGROUND 100

HP-0000 1000

WEIGHT 110

ORIGIN

POWER 100

AGE 100

THE FOUNDED 100

THE-ARMED 1000

SMART 1000 PUNCH AND HIT REPLY-DRIVING MASSAGE

Moves	Input
Pipe Throw	↶↷ plus 360 Punch Button and any Punch again
Roller	↶↷↶↷ plus any Kick Button and any Kick again
Messaged Attack	↶↷ plus any Punch Button and any Punch again
Messaged Air-Ball	Press all Punch Buttons and Punch again
Rolling Upper Combo	↶↷↶↷↶↷↶↷↶↷↶↷↶↷ plus Punch or Kick
Miss Bouncer	↶↷↶↷↶↷ with any Punch Button
Roll or Pressures	↶↷↶↷↶↷ with any Kick Button

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THE SANMAN GO

AM2. 3D. Two people brawling. Combine all three aspects of this and you have **Fighting Vipers** - the latest dynamic project to issue forth from the labs of the world's greatest arcade and Saturn developers. This month, we conclude our character-specific action on this most excellent of combat games... But there's more in the next issue!

The second (and concluding) part of our Fighting Vipers coverage begins on this page! If you missed last month's installment, you either foolishly missed up on full-on action concerning Baba, Candy, Jane and Grass. This issue, we follow up with moves lists for Tekin, Saena, Picky and Scama - perhaps the four most dynamic characters in the game!

In addition, we reveal some of the secrets behind Fighting Vipers. We show off all of the different permutations of young Candy, including the special Virtua Fighter 3 costume! But there's no doubt about the incredible nature of this crossover - although Virtua Fighter 3 is probably better in some regards, this translation of the arcade original is amazing. That's why we gave it a highly coveted 9.0 in the last issue.

Still, enough of this featheryness - as with the full-on coverage you've come to expect! Plus: expect more revelations about this stunning game in the next issue of SEGA SATURN MAGAZINE.



Like many of the Fighters, Saena has...



Saena is possessed of some incredible throwing abilities (ahem). Powering up the low-3rd power counter against a prepared Picky Picky.



...a counter that leads straight into a...

Age Unknown • Sex Male • Weight Unknown • Height 127 cm
Specialty Belly Crash • Stage Arm Stone Lane

WARRIOR PROFILE
 Not to nothing is known about Scama - no one knows when he arrived in Arm Stone, no one knows why he is here and his connection to old ones of the town remains a mystery. Given his real name is a secret only known to Scama himself. He has no friends and is known rarely. Arm Stone residents have seen Scama drive a specially constructed, large scooter around town and have noted his location with the numeral "3". People stay well clear of Scama owing to his belief that fighting is the only form of expression open to him. Let them be no doubt - Scama is one of the deadliest combatants in the game, with a range of techniques similar to Bull and Jeffry from Virtua Fighter (a genre of throws at least). Although bulky, Scama is not fat - everything you see is muscle, which makes him the armorer's heavy hitter in Fighting Vipers when the power is combined with his many and varied throwing techniques.



...Power counter: Bam, it decs Picky...



... Because you see a Coast Spring immediately!

METH



Elbow Smash	○○P	B
Black Bomber	○B	B
Double Black Bomber	PPB	BBB
Double Drag	○P	Down
Snake Quake	○L	Down



Search to the Pasture... Break through the... All to the Pasture...



Dress looks totally impressed for the incoming Sannou power (read or not)!



1-1 Punch	PP	BB
1-2 Hammer	PPP	BBB Brev
Ask Hyperroot	P○P	BB
Ask Upper & Back	PCPB	BBB
Punch & Kick	PK	BB
Hyperroot	○P	M
Depth Upper	○PP	BB
Clap	○○P	M
Double Chop	○○PP	BB
Triple Chop	○○PP	BBB
Generator (○)	○PP	BB
Generator (○)	○PP	BBB
Generator (○)	○PPPP	BBB
Generator Punch	○○PPPP	BBB
Body Press	Any 3 more ↑P	M
Reverse Budge Hammer	○P-B	M Down
Leg Through	○ B-B	L Down
Punch Bomber	P-B-B	M
Double Punch Bomber	P-B-BP-B-B	BB
Hammer Down	○P-B-B	M
Double Hammer Down	○P-B-BP	BB
Hammer & Reverse Budge	○P-B-BP-B	BB
Twice Punch	○○○P-B-B	M Taps off Armor

Double Kick Dash	P-B	Three
Start Spring	○○○P	Three
Back Bungee Dash	○○○P-B	Three
Triple Back Dash	○○○P-BP-B	Three
Summer Tapsheet	○○○P-BP-B	Three
	then 200 P-B	Three
Rear Kick	○P-B	Three
Rear Kick & Press	○P-BP-B	Three
Smashin' Back Bomber	○P-B-B	Three
Pix Broom	○P-B	Crash & Burn
Sugar Power Dash	W&O ○P-B	Three
Iron Stone	W&O or ○P-B	Crash & Burn
Heart Spring	○○○P	Grab & Throw Football
Double Back Hand	○○P-B	Grab & Throw Football
Back Step	Back P-B	Three

Body Attack	Shack P	M
Swan Punch	Shack B	M
Whip Kick	Shack-C or C	L



A bit of a power, Raxel is something of a style warbler.



Playing over Jan's head, Raxel begins a throw...



...Which sends the Vacuum-Back into the floor!



A montage of Raxel-infused rhythms, ranging from throws to guitar strikes!



PLAYERS



Age 17 • Sex Male • Height 170cm • Weight 60 kg
Specialty Guitar Attack • Stage The City Tower

WE ROCK

For his nation's appetite, it's clear that Raxel is the rock musician of the Fighting Vipers tournament. However, this guy takes his violence as seriously as his love of rock - he has removed entire limbs from the world-class fighter Jerry Bryant, but aims to wear extra damage by using his guitar as a weapon. Raxel's life has been one of rebellion. Following an altercation with his father at an early age, he dropped-out of high school and became lead singer/bassist with the world-famous heavy metal band Death Crunch. He is not so innocent both his love and his own sense, and even the Fighting Vipers tournament as a means to this. Due to the somewhat further nature of his attacks, Raxel is a good choice for assumed Virtual Fighter players who are new to Fighting Vipers.



The E+E strike is a great starting strike...



... Raxel uses the OOP guitar strike...



... no bar way down & simple, easy combo.



... See Candy is in it. No mercy! Multihit!



In his life's experience, Raxel demonstrates the rhythm nature of his attacks as default hits.



Just's down for the next, so Raxel begins with a OOP single guitar strike!



But if they are going to be spending some time on the ground, use the OOP power strike!



Or if time is limited and you want some extra damage for next, use the O+E kick. Lovely.



1 Pummel Kick, then a light kick...



2 Kick counter counter kick which is...



3 Very awkward but not too far off...



4 Double Kick double kick...



1 From the move... Double Kick, Razal...



2 ...then chain the OK into a punch and then...



3 ...into a ridiculous kick, which is...



4 ...then... leaving the kick for...

Technique / Combo	Notation	Effect
1-2 Pummel	PP	HD
Pummel Double	PPP	HD
Pummel & Kick	PK	HK
Appearal	CP	M
Double Upper	CPP	HM
Wave	CP	M
Wave & Pummel	CPP	HM
Light Band	CPPP	HRG
Wave Side Kick	CPK	HK
Wave Side-K & Escape	CPKP	HRG
Wave Dash Side Kick	CPKP 2-4	HRG
Wave Low Double Side	CPKP 2-4	HRG
Double Side Kick	KK	HK
Wave Side Kick	GrassK M	M
Side Kick	CK	M
Side Kick Brawler	CKP	HD
Double Spin Counter	CKP 2-4	HRG
Low Double Side Counter	CKP 2-4	HRG
Quick Summer Kick	CK	M
Brawler Kick	CK	M
Ver Cheat Kick	CK	M Cheat
Sliding Kick	CK 8	L
Round Kick	CK 2-4 CP 4-8	M Take off Armor

Technique / Combo	Notation	Effect
Getter Throat	CKCP	M
Getter Strong	CKCP	M
Getter Strong Down	CKCP	M
Double Spin Kick	CK 6	M
Double Dash Side	CK 4-8 2-4	HM
Triple Double Side	CK 4-8 2-4 2-4	HRG

Technique / Combo	Notation	Effect
Block Buster	CK	M
Guard & Appearal	CP	M
Combo Block Buster	PKP	HRG

Technique / Combo	Notation	Effect
Stealing Spotlight	CKCP	M
Stealing Double	CKCP 8	M
Stealing Kick	CKCP	M
Stealing Kick	CKCP 2 or CK	L

Technique / Combo	Notation	Effect
Wall Throw	P 4	Throw
Wall Throw	CK P 4	Throw
Wall Throw	CK P 4	Throw
Wall Throw	CK P 4	Throw
Wall Throw	CK P 4	Throw

Technique / Combo	Notation	Effect
Stepping In	CP	Down
Stepping In	CP	Down
Stepping In	CKCP	Down
Stepping In	CK	Down



A full showcase showcase. Based in a move of a very special kick. Double Kick and not without... it's very unique, though the purpose of showing it... (what isn't so good).



It's more... (what isn't so good).



It's more... (what isn't so good).

SHOWCASE



Picky, in his "wavy crazy" mode, scores another victory.



A rather silly boss order: special Jose here.



After the usual 'I had Picky in my grip'...



PHYSICAL STATS

Age 17 • Sex Male • Height 167 cm • Weight 60 kg
Specialty Skateboard attack • Stage The 1st Floor

BACKGROUND

The youngest participant in the Fighting Rings tournament, Picky is not really associated with the urban violence that is shaping Arm Stone City. Owing to his tender years, Picky still attends the local Junior High School, where he has spent many hours perfecting his skateboarding techniques. Initially, he took up the board in order to impress a potential girlfriend - Catherine However, he soon discovered that the agility, balance and strength required in his spectacular skateboarding techniques could easily be adapted for fighting purposes. A swift, fun and decisive character (with his dad between the legs of his opponent!), he uses his skateboard for the basis of a great deal of his fighting attacks - the board flip in particular being one of his most powerful techniques.



The level of detail involved in creating fighters is quite extensive. Not only are there the fighters with arrows, but there's also highly detailed moves for each specific arrow box game.



Picky is one of the Fighters who make the most use of the wall. As you can see...



... he jumps back, rebounds off the wall and returns of his opponent, impressive.



Picky also confirms his love for his sport by...



... And it's possible to immediately follow up with a "homo link" backflip!



More of the same for the Tigers...



... Here come down, changing a kick...



That was great use of the enemy's...



... Success each of the...



Reuniting them is right!



Great dodgers a terrific fiery onslaught!



TECHNIQUE (ARMED ATTACK)	KEYS	EFFECT
1st Throw	PP	100
2nd Throw	PPS	1000
Combo 1st-2nd Th	PP-C-SS	10000
Combo Upper Spn	PP-C-PE	10000
Combo Lower Spn	PP-C-SE	10000
Scrub Bash	PPS	1000
Push Bash 1st	PS	100
Push Low Kick	P-C-E	50
Scrub Kick & Kick	C-PS	50
Uppercut	C-P	10 Feet
Upper Hi Spn	C-PE	100 Feet
Lower Kick High	SE	100
1st Kick	C-E	100
2nd Kick High	C-SE	100
1st Kick Low	C-E	100
2nd Kick	C-SE	100
Kick Kick	S-E	10
Mixing Kicks	C-Scrub/C-E-S	10 Feet
Play Push	C-C-C-P-E-E-E	10 Less Broomer
Scrub Bash	Scrub to Walk/C-E	10
Walk Scrub	Scrub to Walk/C-P	(None)

TECHNIQUE (ARMED ATTACK)	KEYS	EFFECT
Scrub Bash	C-C-C-P	10
Jumping Scrub Bash	Top of Walk/C-P	L

TECHNIQUE (UNARMED ATTACK)	KEYS	EFFECT
Scrub Kick	C-E	10
Scrub Spinning	C-P	10

TECHNIQUE (UNARMED ATTACK)	KEYS	EFFECT
Scrub Kick	Scrub-P	10
Scrub Kick	Scrub-P-E	10
Scrub Kick	Scrub-P-E-E	10
Scrub Kick	Scrub-E	10
Scrub Kick	Scrub-C or C-E	L

TECHNIQUE (UNARMED)	KEYS	EFFECT
Walk Throw	P-E	Throw
Scrub Throw	C-C-P-E	Throw
Scrub Throw	C-P	Scrub Defense
Leg Through	C-P-E-E	Scrub Defense
Leg Through & Scrub Kick	C-P-E-E-C-E	Scrub Defense & Attack
Scrub Kick	Walk-C-E	Throw
Air Kick	1st/C-P-E-E	Air Kick
Scrub Kick	1st/C-P-E-E	Air Kick
Scrub Kick	Scrub-P-E	Throw

TECHNIQUE (UNARMED)	KEYS	EFFECT
Walking	C-P	Down
Scrub Kick	C-P	Down
Scrub Kick	C-E-E	Down

"Combine all the best shooters ever played in one game!" EGM

BLOW 'EM TO SQUID SPIT



IN THE HUNT



SEGA SATURN

KOKOPOLI

T.H.Q. INTERNATIONAL LTD, 1 THE PARADE, EPSOM, SURREY KT18 5UH

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1-2 & Kick	PPK	1000
Push & Kick	PK	500
Strawhat	CP	A (Foot)
Open Arm Blow (A)	OPP	500
Open Arm Blow	OPPP	1000
Toe Kick	Horsekick	M
Wrist Kick	CK	M
Double Wrist Kick	USA	500
Triple Wrist Kick	3WBCK	1000 (Down)
Knee Kick	CK	M
Hi-Kick	CKK	M
Crushing Kick	CK	M
Head Jolt Kick	Q CK	M
Spin Kick	E CK	M
Spin Kick & Dive	E CK	500
Spin Kick	E CK	1000
Spin Kick	E CK	M
Low Spin Kick	CK-400	L
Ultra Low Spin	CK-1000	L
Wrist Kick	CK-40	M
Wrist Kick Double	CK-40	M
Crushing High	CK-40	M
Crushing Low	CK-40	M
Hi-Kick Punch & Kick	PKP	500
Hi-Kick 1-2 & Kick	PKPK	1000
Hi-Kick Loop & Kick	PKPK	1000
Hi-Kick Loop	PKPK	1000
Hi-Kick Loop & Kick	PKPK-CK	1000
Hi-Kick Loop	PKPK-CK	1000
Low-Kick Punch & Kick	CK-40PK	L
Low-Kick 1-2 & Kick	CK-40PK	L
Low-Kick 1-2 & Loop Kick	CK-40PK	L
Low-Kick Loop & Kick	CK-40PK-CK	L
Low-Kick Loop	CK-40PK-CK	L
Low-Kick Loop & Kick	CK-40PK-CK	L
Crushing Down	CK-40PK	L
Crushing Down & Kick	CK-40PK	L
Triple Kick	CK-40PK-CK	M Kick off screen



PLAYER SELECT



Age 11 • Sex Male • Height 170cm • Weight 55kg
Specialty Spin Kick Combo • Stage The Arm Stone Airport

Having been raised as the son of a Kabuki actor, Tokio is used to hard jobs. This led him to taking up gang membership of the feared Black Tiger gang after his actions as leader led to the tragic death of a junior gang member. Now he prefers to think of himself as a true wolf, and possesses the skills to beat off all comers. Tokio is currently the favourite Viper in Japan, owing to his initial resemblance to Virtua Fighter 1 favourite, Liu Chan. Just like Liu Chan is capable of some terrifically creative 10 combinations, although their execution in Fighting Vipers is different enough to increase interest in him still further. His kick-guard button combination can be whizzed to suit the player and unprofitability here in the top - he can attack at any level whenever he pleases. If you had the combo system in Virtua Fighter 2, Tokio takes it to a new plane of greatness.



See Quarter News

Frank Buster	CK	1
--------------	----	---

Building Strength

Warrior Tackle	Stack P	M
Drop Kick	Stack P-4	M
Slender Kick	Stack K	M
Slender Kick	Stack O or CK	L

Wall Throw

Iron Ditch Kick	P-4	Three
Jack Break & Throw	CK-40	Three
Rolling Throw	CK-40	Three
Slouch Kick	CK-40-40	Three
Slouch Kick	Stack P-4	Three

Stepping on

Slouch Kick	CK	Down
Slouch Kick	CK	Down



The corner of the ring is hit by Tokio...

...Rolling throw, the 100% kick position.



Another kick, more over-the-top combos...

...Whizzes a punch and a kick off the...



Ikkaku celebrates victory against his opponent on the freestyle airport stage.



Absent! Kick-flip in his kick-flipping, Ikkaku is something of a disapproving referee...



Absent! The opposite of Ikkaku in playing style, Ikkaku is most flying towards the boss.



A somewhat dramatic view of Ikkaku's special attack as Ikkaku seeks her flying towards the wire sawmill. That's no way to treat a lady stealer system...



Ikkaku has a small range of throws in his disposal - readers may be puzzled in this regard as Ikkaku or Ikkaku. Some players might think his cheap throws to those irritating throws and constant combinations. And they could well be right too.



Ikkaku's attack, and on it he has his opponent against the boss, that's it.



... Are powerful combined with his boss...



... And back off with a somewhat look.



... Which can be followed up with the look.



... Readiness of your choice.

HAVE YOU GOT THE METAL ...



TO ENTER ROBO PIT WHERE STEEL MEETS STEEL

SEGA SATURN

KOKOPETI

T+HQ INTERNATIONAL LTD, 4 THE PARADE, EPSOM, SURREY KT18 5DH

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FEMMIE FATALE

The Scion – perhaps the most powerful magical artifact ever to exist. Not surprisingly, everybody's after it, but only Lara Croft has the know-how and the style to actually pocket the thing. **ROBBRIGHT** follows her through some of her **Tomb Raider** adventures.



Here we see the great Lara Croft, posing outside her very poor motor. But who it Lara thought that a girl brought up to be a lady could end up on a bike riding a poor ol'?

The truth can finally be revealed, Lara Croft is a toff! That's right! Her old man is Lord Henshingly Croft, Arch-Bishop of Gullfaw Manor, or something like that. Anyway, after attending finishing school where she majored in 'The Exploitation of the Poor and How to do it' she decided she needed a break. But where to go? Malawi? The apartment in Vienna? Or maybe just knock about in Knightsbridge for a while spending lots of money and sitting in pretentious cafes? Oh the stress! Oh the agony of choice!

After a visit to her Personal Psychological Development Manager, she decided to take a holiday at a remote (so remote that caters for the toff end of the market, Net like Bulgaria where you might go on a school trip. As it turned out, the choice was a bit of a disastrous one. On her way back, refreshed by the mountain air and looking forward to a life of easy leisure, her plane crashed killing everyone but her lucky self. Stumbling out of the wreckage, Lara finds herself isolated in hostile territory - the kind of place where they don't accept visa cards and have no respect for the upper echelons of British society. Caught in this quandary, Lara does the only thing she can do and goes native. After a brief period spent drinking murky water and eating on a diet of gubs and maggots, our heroine discovers that she actually quite enjoys living like a poor savage type, and decides to begin an exploration of her mysterious surroundings. Over the next few years she learns to forget the chauffeur driven limousines and the champagne breakfasts, and diverts her thoughts from shopping by taking up archeology. And being the phenomenally janky soul she is, she turns out to be a dab hand at it, discovering artifacts like the holy grail with a casual abandon. Naturally her reputation spreads, and soon she's adventuring for antiquities across the globe. Her latest mission is commissioned by a mysterious organisation that wants her to retrieve something known as 'The Scion'. With only a couple of pistols and a plumb in the mouth aimed to protect her, Lara moves through the bellies of four ancient civilisations, danger awaiting her at every turn. Well, not every turn but lots of them all the same.

Then a where you, the lucky player, comes in. There's a vast range of commands at your disposal which cause Lara to run, jump, climb, slide, step, jump backwards, grab ledges, roll, shoot, swim - just about everything really. It's a good job she's the athletic type as well, because there's lots of tough terrain and a motley crew of enemies out to get her, everything from wolves to crocodiles, giant moles to good ol' human beings. There are four worlds in all, each of which is split into levels where there are a number of tasks, some of which are puzzle based, some of which require extensive exploration, and some where the priority is shooting down your foes. Cut-scenes pop up now and then to fill out the plot, and the mystery grows thicker as you progress. But just what is the deal with this Scion thing? Hmm... you'll just have to find out for yourself! Games chums.

Tomb Raider is reviewed on page 66.



BACK TO MY PLACE²

Because Lara is one of those high maintenance characters, getting used to the moves available can take a bit of time. Fortunately, you get the chance to practice your skills when Lara invites you back to her mansion to hone some of her skills. This involves moving from room to room, practicing your jumps and rolls with the help of walls and mats, and then taking a quick dip in the swimming pool. As you move about the place, Lara gives instructions which tell you precisely how to execute a move perfectly. If your playing is a bit rusty it's always worth pepping to this practice mode to get you back on form.

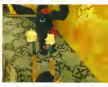




From wire frames to characters in games! These pictures show you the ingenious methods that Goro employed to make things in the game look amazing. (I'm sure it was painstaking but hey, we'll work it out.)

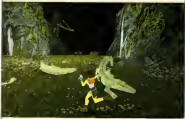


Above! This is the entrance to the garden in the City level. You'd better have your weapons at the ready because there's an ape in there.



PLAY IT AGAIN CORE

They're a shrewd bunch at Core. Maybe it's something about the Derbyshire air. Or maybe they just know their games. You see, they realize that with a game like *Devil May Cry*, gamers would be inclined to leave it on the shelf once they finish it (no easy task in itself). So when you do finally get through all those puzzles, enemies and levels, the game gives you the option to play in Action mode. This basically does away with the puzzle stuff and turns the game into a full-on shoot 'em up. The enemies even regenerate meaning you can, practically play it endlessly! Nice one Core.



Reptiles stalk the Valley level, and some of them aren't even meant to eat humans!



Leo stands at the entrance to a nice room. This is in the St. Francis' fully level.



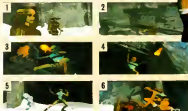
Kowalski, indeed, does hang up to dry and! Very suspicious. What could it all mean?

A TASTER

Just to whet your appetite, here's a taster of what you can expect from some of the levels in Tomb Raider. Obviously things get tougher as you move through the game. We'll only show you some snippets from the first two worlds because we don't want to spoil the whole game for you. We begin in Peru...

WORLD 1: VILCABAMBA

Travelling among the snowy Andes mountain tops, Lara finds herself at the gates of a lost Inca city known as Vilcabamba, combined with in the mountain itself. The FMV intro shows Lara's guide getting attacked and killed by wolves as the giant doors open, so you know there's going to be a few of those knocking about.



Here's a selection of shots from the intro to the bear World. What happens in this, as Lara opens the giant doors, wolves leap out and attack her guide. So our intrepid heroine jumps down you observe. She kills the wolves but it's too late, the pain is dead...Oh well, can't be helped!

THE CAVE: Lara's first step sees her walking through the cave entrance to the mountain. Before she knows it there are dirt mineshafts firing out of the walls, just like the opening to Raiders of the Lost Ark. There aren't many mineshafts in this opening area, although after Lara finds her way into the beginnings of the city, crossing rope bridges as she goes, there's the possibility that she'll have to contend with a bear.



It's the bear sitting in a pit just waiting for you to disturb it. Because it's very big, you're going to need some serious firepower.



It's the classic arse-over-the-ropes scenario. I'd get across in half if I were you.



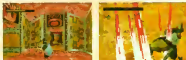
THE CITY: As Lara enters the gates to the city proper, she immediately faces a pack of wolves. Provided her guns are at the ready, she'll aim automatically, although she has to be facing in the direction of the attacking enemy. Provided they're dispatched effectively she can go exploring for a bit! The action gets a bit more diverse when Lara gets the chance to do a spot of swimming. This will lead her to whole chambers unmarked in water, and she needs to find a route to the surface before her power has run out in the city there are locked doors as well as doors which open by switches so hunting for keys becomes a priority.



THE VALLEY: Things start to really hot up when you discover the valley. There are lots of wolves knocking about as you move through gaps in the rock and a good deal of climbing too. A kurzan skeleton warns you that there's trouble ahead, and once you make it into the valley itself, up pops a dinosaur. There are quite a few of them wandering about the undergrowth. Most of them are like Raptors but there's also a huge T-Rex sleeping about. You'll have to hope you've got the shotgun as you deal with it.



TOWN OF QUILQPCO: This is the last part of the Vilcabamba world and certainly the most difficult level so far. On entering the town there are many corridors. Walking down one of them for example, she triggers off a trap - the classic Raiders of the Lost Ark walking ball trap! There are lots of other traps in this level and some tricky puzzles involving moving blocks in relation to switches.



(Shows) That big diamond thing is not a huge jewel unfortunately. Pick it up and it saves your position - essential in a game like this.



WORLD 2: LABYRINTH

After you've made it through the Incan world, the plot thickens. An impressive cut-sequance shows Lara making her way into the headquarters of her employer, the Netla Corporation. She is beginning to suspect they have set her up. Her travels then leave onto the world of classical antiquity with the architectural ruins of Greece and Rome looking out wistfully from the past.



Having realised there's something fishy going on - what with her employers trying to kill her - Lara goes to their headquarters to find out the score. Her discoveries lead her to the ruins of ancient Greece and Rome.

ST. FRANCIS' POLICE: As soon as you enter the first chamber in St. Francis' Polly you're in trouble. Two lions guard the entrance to the next chamber. Providing you take care of these, you can concentrate on the gorilla's you'll have to deal with when you activate another door. OK, so it's not very nice killing all these lovely animals but they aren't real so that's alright. Providing you do away with the endangered species wandering about the place, the tasks start to revolve around lots of athletic jumping from pillars until you enter a giant labyrinthian room where there are four doors under the names of four gods - Atlas, Neptune, Thor and Denevies.



Expect plenty of lots of the columns...



...and plenty of gorgeously perfect pillars.

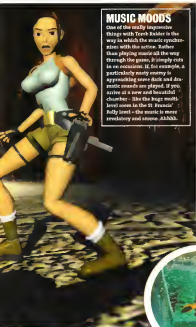


PALACE MIDAS: One of the routes into the Palace Midas is by going underwater and entering a pool through a gate. There are lots of lovely pictures of dolphins on the side of the pool by the way. There are now various routes to take, and lots of lava, gorillas and ones sneaking around. There's also an Incan god, access to which can only be obtained by finding the relevant switches to open the gates. We might also like to go and check out the broken down statue of Midas himself.

THE COLISEUM: Once you've managed to open the door to the new level, you're immediately faced with the prospect of traversing a pit containing a couple of swishing crocodiles. This is where all those useful moves that Lara can do like crawling along ledges by her fingertips prove essential. Once she's inside the coliseum there are, as you'd expect, lots of lions to contend with, as well as the odd gorilla moving about in Dave Kallal fashion (which is pretty sinister actually). Once again there's plenty of climbing on this level. As you might expect.



Lara can enter Palace Midas underwater. Very nice.



MUSIC MOODS

One of the really ingenious things with Tomb Raider is the way in which the music synchronises with the action. Rather than playing music all the way through the game, it simply cuts in on occasions. In, for example, a particularly nasty enemy is approaching some disk and dramatic music is played. If you arrive at a new and beautiful chamber - like the huge multi-level ones in the St. Francis' Holy陵 - the music is more revelatory and serene. Ahhh.



STRANGER IN SIGHT

Your enemies are not only lions, wolves, bats and other members of the animal kingdom, but also human beings in all their bipedal finery. There are a number of suspicious types you're likely to come across in the coliseum, the mysterious Pierre Dadaut turns up, and in the valley where dinosaurs lurk, Lanson - the bloke who originally commissioned you - pops up to blow you away and steal the place of the lion from your corpse. Can't trust anybody can you eh?

With a lot of Lara's exploration both her admiration, this gives us a chance to enjoy some great animation, and do a spot of thing as well. Being down's usually made my difference but it feels like so why not do? But a quick word of warning - be careful and make sure you don't drown.



WATER BABE

Tomb Raider features lots of levels where water is involved so it's a pretty good job that Lara is an ace swimmer. Unfortunately she's also more human than fish, so the amount of time she can spend underwater is limited. Just how much breathing space she has is displayed on a blue bar which gradually decreases. When this is used up a gold bar appears which gets down very rapidly. If she doesn't come up for air before the last of it disappears, she drowns in a horrible and convulsive fashion.



Both these screens come from the most atmospheric environments yet seen of the Saturn.



Viper Talk

Now that **Fighting Vipers** is finally complete, **SEGA SATURN** MAGAZINE's Japan Editor, Warren Harrod, took time out to visit **AM2** at Sega's Tokyo headquarters to talk Vipers with the **HIROSHI KATAOKA** - Crew Chief of the AM2 conversion team.



The switch to a lower resolution allowed AM2 to produce amazing shading and shading effects. The visual look is absolutely amazing!



Q&A What were your first thoughts when confronted with the task of converting Fighting Vipers?

AK In the arcade version you were able to break the armour and smash the walls. Everybody really enjoyed that. For the Saturn we will be wanted to convert that perfectly so that Saturn users also could enjoy the great feeling of breaking the armour and walls.

Q&A Please tell us a little about the team converting Fighting Vipers?

AK The main part of the team was the same as the Saturn Virtua Fighter 2 team. In addition there were a few members from the original Fighting Vipers arcade team. Altogether there were around 15 people in total.

Q&A What was the first development work you did on the conversion?

AK Converting the Virtua Fighter 2 program was first, however, in Virtua Fighter 2 there are no walls so creating the walls and fences was what we started. On the Saturn, creating these big walls was one of the most difficult parts of the programming so in order to get that out of the way we started on this first.

Q&A Was creating the walls the longest part of the conversion process?

AK No, not really. Rather, as it was necessary for us to develop a lot of very advanced programming techniques and the designers also had various ideas they wanted to try and do so this was the most time consuming.

Q&A What were the main difficulties you faced in bringing Fighting Vipers to the Saturn?

AK Because Fighting Vipers has walls, unlike Virtua Fighter 2 there are a lot more polygons being used. Furthermore, each time the armour is smashed lots of broken pieces are sent flying so that also uses many polygons. No matter what we do we have to use lots of polygons and that's really hard to do.

Q&A How much more complicated were the graphics for Fighting Vipers over Virtua Fighter 2? What complications did this cause when producing the Saturn version of the game?

AK The biggest difference is that the characters in Fighting Vipers have various types of armour attached to them. In Virtua Fighter 2 they are only wearing ordinary clothes made of cloth but with the armour there's an incredible amount of minute detail involved which adds a kind of mechanical feeling to it. Trying to make that kind of detail look good on a domestic TV look as a lot of trouble. Other

than that, when the light hits a place it's laminated and where it doesn't hit it's dark in the shade. This kind of shading isn't in Virtua Fighter 2 but it's used in Fighting Vipers. This effect looks great but from the programming side it's extremely hard to do.

Q&A How long did it take you to develop this?

AK About half of the total development time was spent experimenting with this.

Q&A The inclusion of the walls and fences in Fighting Vipers were obviously essential in bringing the game to Saturn. What difficulties did this present you?

AK As you'd expect a large number of polygons is essential but their area size is also important. When a large polygon appears on the screen then drawing it is difficult. If you display a big wall completely no matter what you do, when the camera pulls back the character becomes too small so you can't draw that many big polygons. Correctly preserving the face of the character's size while drawing these huge walls is really difficult. If the characters were displayed really small then drawing the walls would be quite simple. But, when they're big it's much harder.

Q&A What difficulties did the interaction between the fighters and the wall bring out?

AK It's essential that the way the characters bounce off the walls is recreated identically to the arcade Fighting Vipers. The reason why is that the players want to be able to use the techniques of being able to throw their opponent against a wall and have them bounce back in exactly the same way as the arcade technique. Because of this we had to recreate it precisely. This point of a technique's identical use is essential to making the Saturn version seem identical to the arcade version and it takes a lot of work to accomplish.

Q&A How smooth was the process of bringing the Fighting Vipers characters from the arcade to the Saturn? Did any of the Vipers cause any particular difficulties?

AK It was very hard. The characters detail is extremely minute and complex. To make the detail stand out was very tough. Amongst the characters, Candy was particularly difficult. She has a very cute face. If her face doesn't look exactly the same it won't look cute. It took a long time to get her face just right.

Q&A Obviously, converting Virtua Fighter 2 must have helped AM2 in bringing Fighting Vipers to Saturn. What kind of help was this?

AK If you're talking about to what degree Virtua Fighter 2 was used as a reference, then the arcade Fighting Vipers also is very similar to the arcade Virtua Fighter 2. Virtua Fighter 2 was used as the basis for Fighting Vipers so the progress are extremely close. The original programs are similar to the degree where you could almost say that if Virtua Fighter 2 hadn't already been done then we couldn't have created Fighting Vipers. The fundamental structures are the same. Rather than being helpful, the most necessary



SEGA SATURN MAGAZINE would like to thank Sega of Japan and Hiroshi Kataoka (above) of AM2 for their time and co-operation.

parts of the program are practically identical to Virtua Fighter 2 in its last essential.

DM: The speed of the action in Fighting Vipers is a lot quicker than in VF2. What difficulties did this cause?

IK: From the ending point of view, for example, in Fighting Vipers there are a lot of very fast punches. The collision detection for whether a punch hits or not is extremely complex indeed. It was necessary for us to create new collision detection routines for Fighting Vipers.

DM: Virtua Fighter 2 used the Saturn's high-resolution mode throughout, whilst Vipers uses it more sparingly. Why was this?

IK: In order to create the surface of the walls, no matter what you do creating a vast number of polygons is essential so this time we reduced the resolution a little. This was one real aim. One more reason was for the shading of the polygons. In the case of the latest, if you use a lower resolution, the shading control of light and dark can be used.

DM: The balance between the screen resolution and the number of polygons is always a factor. When did you decide that it wasn't possible to have Fighting Vipers in high resolution?

IK: That was decided at the very beginning of development. We decided that this time we wouldn't use the high res mode and instead have lots of polygons and use shading instead.

DM: How long did it take to complete your work on Fighting Vipers? Did you finish ahead of schedule or on time?

IK: It took about eight months. Generally speaking we finished according to schedule.

DM: What was the feeling like amongst the conversion team during these final weeks?

IK: I think we all wanted to return home as soon as possible and relax. The final two or three weeks were honestly very difficult.

DM: Now that Fighting Vipers is complete, what is your opinion on the finished game?

IK: It's an arcade conversion but with regards to the consumer version various original features have been included. For example, the training mode, play back mode etcetera. I feel it was really great that we were able to put so many of these original consumer modes in.

DM: Which aspect of the game are you most proud of, and why?

IK: It's something we talked about at the beginning but when you think someone's armour is a great feeling. I'm really happy that we could convert this over perfectly to the Saturn version. Being able to represent the breaking of the armour and walls to the same degree as the arcade version is the thing I'm most proud of.

DM: Finding the hidden options and secrets has become something of a tradition in ANI titles. How did you decide what to include in Fighting Vipers?

IK: As for me, I originally intended it for both the team's and the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying it's really great fun, so now I have the feeling that it's more important than I first imagined. Everyone's delighted with these extras.

DM: What about the panda?

IK: (laughs) The team thought it would be interesting so they put it in for both their own and the users' enjoyment.

DM: How long did programming in all of these extras take?

IK: It was around the final month.

DM: How important do you view these extras in the context of the overall project?

IK: As for me, I originally intended it for the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying that it's really great fun, so now I have the feeling that it was more important than I first imagined. Everyone's delighted with these extras.

DM: Did these user opinions help you decide what you were going to add?

IK: Yes, a fair number of them were really useful. On top of that, with regard to the arcade Fighting Vipers there were a number of star players. We talked directly to them and listened to their various comments. This was also a good reference.

DM: In terms of hidden characters, you seem to have concentrated on Candy's wardrobe quite heavily! Why was this?

IK: The voice of the users. Candy is a very popular character so this was in response to her popularity.

DM: Please tell us a little about the inclusion of the bear.

IK: The bear was originally from the background of the Old Western Town stage. It was standing at the back of the stage. It's a popular mascot character for Fighting Vipers.

DM: BM and Makler seem to be very similar indeed. What are the differences between the two characters?

IK: BM is the boss character. He's tremendously strong so whenever a player is versus another player, the player who uses BM becomes excessively powerful. The balance isn't very good. In order to get the balance right for the Saturn player vs player mode we reduced the specification of BM and created Makler.

DM: Now that Fighting Vipers is available to buy in Japan, can you tell us a little about the reaction you have had to the game from the press and the users?

IK: Fighting Vipers was originally an arcade game however, due to the extra features such as the bear, Hyper Mode and Training Mode etcetera everyone has said that it's really fun to play. It seems that these points are really enjoyable for everyone.

DM: Do you have a message for your fans outside Japan?

IK: I've been to America several times and met players but I haven't yet had the chance to meet any European game players. If there are any opinions from users who've played Fighting Vipers and enjoyed it, I'd certainly like to hear them. By all means, I'd really enjoy receiving their letters.



IK (above) is the lead boss in Fighting Vipers. The player-controlled Makler is slightly weaker but a shrewd one as the original, stronger version was.



The rebound effects from the fence and the walls were the most difficult to successfully replicate from the arcade.

SHOWCASE

Daytona, Daytona

- so good they



Each also shows the new car bodywork the US Team have included in Daytona GEL.



Each of the eight cars have their own distinctive paint-jobs as well as different handling. The four shown from arcade play are made of entrance to Championship Circuit Edition.





Two different degrees of car damage are if you collide with a tree once or, for example,



Shows off huge rally TV crowd at night.



Two sets of tires & gas, courtesy.



The lighting in the game has been polished accordingly since the last anniversary.

made it twice!



Don't say **Sega never do anything for you** – after pressure from **Daytona fans** they've yielded and asked the maestros behind **Saturn Sega Rally** to revamp the whole **stock car** concept. We take a good hard look at the (almost) finished result...

When wonder how differently my life would have turned out had I been a junior spy, surely during the difficult puberty years I would have become bored of my jet-setting espionage lifestyle and rebelled against my secret service upbringing, leaving me to exploit my near-superhuman talents in other arenas. Combining this first youthful fantasy with my childhood envy of those smart-alec motocross kids that were always on Blue Peter showing off, I'm fairly sure I would have ended up as a grunted stock car drag racing hunk, driving super turbo cars at 200mph with scart regard for my own life.

But then I look at other young prodigies and observe their various falls from grace, noting that the sweeter and more goddly the child, the more screwed-up and degenerate the adult. Which further leads me to believe that I would more likely have by now been driving pale alcohol-soaked car fuel like it was healthy Scapple and boating up photography.

So it's lucky then that I was never a junior spy and that my life has not been adversely affected by a pre-pubescent position as a spook in the Cold War. It's also lucky that I stopped watching Gerry Anderson TV shows and relaxing myself. And, in an unprecedented speaking-disc-escape (that's about it), I am indeed fortunate that Sega have seen fit to release not me, but TWO versions of their stock car game Daytona on the Saturn. This allows me to live out my fantasy parallel life in the comfort of my own home. Except for the photographers lol.

Narcissus readers will no doubt remember the first incarnation of Daytona, which was one of the first 3Ders to grace the Saturn upon its UK release. However, newcomers to the Saturn scene may not know that what this was by all accounts a smart game, as a technical achievement it fell somewhat short of the high mark we now expect. The codes, unfamiliar with the Saturn trichology, gave us a game high in playability but low in polish. Then, in the wake of the thapadous Sega Rally, thousands of brutally self-deprecating Saturn owners heart-battered Sega with requests for an updated "Daytona formula." Well we have Ray's satisfied, because Sega have gone at least ten or there better and completely re-converted Daytona from scratch AND thrown in some extra new elements. As you can see from the shots in this Showcase, it look a billion times better. And as you'll learn from the words, it come play better, too.

Daytona CE is reviewed next month.



A bit of detail from the desert track.

AMAZING NEW TRACKS A-GO-GO!!!

Probably the element of Daytona Circuit most interest to owners of old-fangled Daytonas are the new circuits themselves. There are two on offer, known as National Park Speedway and Desert Highway. They're both tougher than the old tracks served up by primitive Daytonas USA. Here's a brief guide to the pair of them.



NATIONAL PARK SPEEDWAY

A leafy green expanse, as you'd expect from a national park. It's got plenty of wide-open locking spaces which contrast with the often tight track. It looks as the surface net dissimilar to the green bits of the existing Galaxy Six Street track. But it's tougher. Note the Ferris Wheel and Rollercoaster. Since we saw the game last month the CD conversion team have added moving rollercoaster carts to zoom around when you drive past.



DESERT HIGHWAY

Looking totally unlike any existing Daytona level, Desert Speedway starts you off near a strip of tumbleweed-looking shanty shops in the middle of a scorching stretch of sand. Even here it's an uphill sprint, taking in some gas-guzzling sights along the way - such as the jet or balloon which rises into view over the edge of a mountain road. Also look out for the train that shoots into the mountainside tunnel in a manner of which Freud would no doubt be compelled to comment upon. This is one of the best-looking levels going, even if it is a bit on the yellow side. Expect more shots of the finished article in the very next issue!

TIME WON'T GIVE YOU TIME

If you really take your racing games seriously, you'll be pleased with some of the minor features offered by Daytona OCE. Along with the usual rash of replays and ghost modes and so on, you're able to keep yourself informed of how your current performance is going while you race. The Time Comparison option tells you how fast your lap is and how it compares to the fastest times achieved on that stretch, allowing you to work out where your weakest racing areas are. Or make your little leather feel bad when he sees your times, depending.



It's lets better this time.



Daytona USA never had any problems in the graphics department. Now, thanks to the technical expertise of the CD team, the graphics will be amazing last!

SPOOKY GHOST MODE!

Ghosts, as any paranormal researcher will tell you, come in all sorts of shapes and sizes. Now you might think "What the fuggins has this got to do with Daytona? Get on with it already, you feck!" but this does have some relevance. You see, Daytona had a Ghost Car mode, which allows you to "race" against the spirit of the best lap time. Like in Rally, Daytona OCE offers six different types of ghost car, depending on how you'd like it to look: it could look like a normal solid car, or a shadow of an automobile, or a flashing-type graphic. Pick the one which you think it'll be the least distracting for you, that's our tip... We're sorry for our around advice, you know.



Yes, the shadows are better in this version.



Some more Ghostcar Canyon action here.



The expert track (above) was something of a glitch but in the original Daytona, it's looks better now and the 02 Team are still re-rolling this old piece as we write.



ROUND AND ROUND SHE GOES

We all know that the real skill in racing games lies in maintaining a top speed over a number of laps - not just scoring one particularly speedy circuit in a race. Daytona Circuit Edition offers players three levels of lap intensity for players to test their mettle as. Weedy players should start off on normal mode, which offers a fairly small lap count, differing depending on the track chosen. More skillful types with more time on their hands should opt for GP mode, where the number of laps required per race hangs around the twenty mark (or around 2.5 times the normal mode number).

Gluttons for punishment, though, should head straight for Endurance mode, which asks the impossible - about a thousand million laps per race. Well, about ten times the normal mode amount, anyway. Which is still loads. The exact quantities of laps for each mode is still subject to change,

however, so things may not be so glaring in the final version.

CHOOSE YOUR FAVOURITE CAR!

"I wanna fiddy sky high, on a hoocoo or in a caaaar". That sang the warily bleary on the old Daytona soundtrack, informing players as to the choices of transport on offer. Well, not quite that had he done, the lyrics would have been completely correct. This time around, the vehicle selection would be slightly more difficult to fit into a rhythm. That's because all-new Daytona presents players with a menu of EIGHT different cars. Weirily, not a single one of them is the original and 'n' blue licorist (although there is actually a car called the Hermit in there, oddly enough) instead they're all sexy occupied motors, each with their own abilities and handling personality. Along with an individualised bodywork job, too. Some cars are better suited to some tracks and play styles than others, and even once you know the parameters of each vehicle you'll still have to experiment before finding the right one for yourself! We're not totally sure what they're all like yet, because the manner of the control method have yet to be sorted out completely. But rest assured we'll give you the full low-down before you get your hands on the game. So that'll be real worth then.

mighty split-screen mode UNVEILED!

One of the most exciting developments in the new Daytona is the addition of a split screen two-player mode. Those knackers who said it couldn't be done were already face-fud their words by Rally Daytona compared this V-flicking by being even better than Rally in terms of graphical scenes. Whilst it's necessary to lose a certain level of detail to get the split screen action running at the right speed, the beautiful colours of Daytona remain intact. At the moment the clipping is a little intrusive, and work has to be done on shrinking the speeds which currently impinges on the players' view of the horizon. Apart from that, though, it's cool. All the tracks and cars are fully playable in head-to-head mode, along with lovely extras such as the time comparison which tell you how badly you're losing. Definitely worth the price of the new game alone.



In the two-player mode, there is some loss of detail, as it lags Rally. But surely it's stuff that you wouldn't notice at the reduced screen size any way...

The important thing with the two-player mode is the speed and display processing almost twice as much data, the split-screen is still smoother than the original Daytona USA!



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Review *Index*

Nya kids, Tricky Ricky Nixon here - back from the grave to introduce the Sega Saturn Magazine Reviews Index for this month! You know, it's been some time since my unforced resignation from office, and a body's gotta find some way to pass the time - which is how I get into Sega. All these cool games where you can just blow everyone up! It's great! I can't wait for EA's America Strike, when I can destroy the White House! If I can't goddamn have it, NO ONE CAN! AMARAHAMAAAA! Ahem. Anyway, hope you like the following games reviews, gameonko. Catch ya in thirty, heehee, Ricky Nixon. P.S. Never trust a ceramic.

STREET FIGHTER ALPHA 2	66
WORLD SERIES BASEBALL	68
TOMB RAIDER	70
EARTHWORM JIM 2	72
IMPACT RACING	74


68

70

72

74

66

BY	CARCOM
PRICE	£75
STYLE	FIGHTERS
RELEASE	CHRISTMAS

Capcom were always going to have to try very hard to screw up this conversion. So we know it'll probably be fantastic. But just how fantastic? Well read on, true believers, and you'll find out.



If the Street Fighter mythos is to be believed, Street Fighter Alpha was set in between the first Street Fighter games and it's massively more successful sequel, which makes it Street Fighter 1.5, in decimal terms. So that means that Alpha 2, the sequel to the sequel of the prequel, must actually be Street Fighter 1.75 (or Street Fighter 1 and two-thirds if you're an idiot). How long will we have to wait until Street Fighter - The Thursday Before Street Fighter a Edition Turbul Well, actually, probably forever, because Capcom have said they're not making any more Alpha games. Although we've heard that sort of line before. Many times.

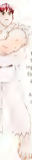
This is because Street Fighter is one of the longest-running and probably the most enduring series of games in history - and not without good reason. This was after all the title responsible for introducing combos to beat 'em ups without which the genre would not exist as we know it. Since this initial discovery the rocket scientists of Capcom have tinkered away and night updating and improving their little baby.

Alpha 2, the latest fruit of their intensive eight year labour is doubtless the version most geared towards SF capcom. It features way more moves than its predecessor and not merely in the quantity of special attacks available to each character. Along with the familiar standard and special attacks, there are now Zero Counters which allow you to reverse incoming

attacks if you're quick enough and Super Combos - Max Melee versions of specials which are unlockable since they make contact and are capable of inflicting serious damage.

The graphics also received an overhaul with Alpha taking on a more anime-style style with more emphasis on proportional exaggeration and cartoon ludicrousness than the previous pseudo-realism comic book thing. Or whatever. Anyway it looks really really nice. It's very colourful indeed, the backgrounds are smart and all the fighters look like grotesque pre-Christian Greek mythological sculptures which was probably the idea all along.

The other idea obviously was to come out with a beat 'em up to rival Capcom's own big confederate, the X-Men and Darkstalkers as well as moving beyond the prequel. This has been accomplished perfectly. Home Alpha 2 is big on home improvement - there are two excellent conversion-only options to extend the longevity of play. The first Survival Mode is an excellent challenge (the player has only one energy bar to play through the whole game with). The second Training Mode is a great idea considering the level of complexity beat 'em ups have attained. If you're shaky on how to perform the various hand-torturing combos and counters Training gives you infinite time and a non-aggressive dummy opponent to practice on.



Newcomers to this Street fighting thing would be advised to start here, and head into the main game once they've attained a degree of mastery over the controls. There's a lot more to Alpha than just mashing in and pressing all the buttons in the hope you'll win. Established SF masters on the other hand are in for a treat.

The re-mechanics of Street Fighter Alpha offer almost limitless scope for developing combos, playing out old favourites and inventing new ones of your own. There's a whole rack of new characters (most of which disappointingly are called from Street Fighter 2) to get to grips with, too. And as the true manner of every SF game.

Capcom have listened to the players (the real experts) and evened out the advantages between the various character styles.

styles slightly.

The result is a product polished to the point of perfection. Whilst it's easy to get into and accessible it also features unparalleled depth which ensures it'll stay at the front of your collection for some time to come. Of course, as with all fighting titles it's IDEALS better with two human players. I fact, we advise you buy a real opponent if you haven't already got one. Just sell you can get the most out of Alpha 2. Maybe not an essential purchase if you're a fan-oharder supporter of the genre and you already own the first Alpha, but anyone with more than the merest inkling for the series will love this. It's fast, tricky, addictive and just generally all-round awesome.

RAO



Executing some awesome Super Combos is clearly the order of the day (judging by these screenshots to the left) and above, check out shiranou for comprehensive moves lists.



A nice example of what is known as the Super Combo (SP) as the battles are multiple stages (each attack uses a named hit). Most of the older characters from SF haven't changed much.

A bit of a double knockout situation occurring (left) whilst Chou-Ji gets it the flare in the final opening Act.





The centrepiece of Street Fighter Alpha receives the spectacular Super Combo. Like Ryu's mega Urwin! (above). They're brilliant!



Blame it Mad of the Ryu... Only for together with a few more scenes.



Street Fighter Alpha 2



Pleats of old Alpha character action in those shots (left).

CAPCOM! LORD OF THE JUNGLE!

What Capcom don't know about 2D beat 'em ups isn't worth knowing. Maybe. Obviously, if they know every thing good all their games would be the same and they'd never get any better. But the likelihood is that if there is anything more to learn about 2D fighting games Capcom will think of it. Just look at their other success stories: X-Men, Darkstalkers and the first SF Alpha all scored over 90% in this magazine, and there's still Marvel Super Heroes and Street Fighter vs X-Men to come! Hoopay for Capcom! Lord of the Jungle!



The Saturn is the definitive choice when it comes to Capcom fighting games, in terms of resolution, speed and detail. SFA2 Saturn is superior to the PlayStation version.



Save all of these 2D 'em up fighters!



Home makes a hero's opponent.

Once again the Saturn demonstrates its reasonable command over all things 2D with another corking beat 'em up. In terms of audio-visuals and all-out action there's no 2D fighting game to compete with this Saturn translation of SFA2. On any system.

Graphics	92	overall	95%
Sound	90		
Playability	95		
Usability	94		

BY	DESA
PRICE	£7.99
STYLE	SPORTS SIMULATION
RELEASE	OCTOBER

It's long indeed that America's national sport involves neither the testosterone-fueled aggression of American football, nor the theatrical high jinx of basketball, but skills and techniques that, in this country, are best expressed in urban PB lessons. It's readers after all, despite what any hardcore Yank might say. Oh, so they like this! Not by creating a unique universe of rules and statistics but it's still about whacking a ball with a bat and running for bases.

With baseball you have almost an identical sense of aloof detachment something which makes it pretty tough for them – whatever the quality – to sell well in Britain. World Series Baseball was up against weak odds when it appeared over a year ago and to its credit it managed to do very well in no matter what your attitude to the sport itself. This kind of success naturally engendered a sequel and here it is looking much like its predecessor but pretty fine with it.

Behind the maze of stats, the rules of baseball are actually quite simple. A player moves up to the plate to face the pitcher on the mound. He has three attempts to hit the ball and if he can't manage it he's out. When three players are out (either through strikes – being caught or run out) the inning is over and the teams swap places. If a player manages to connect with the ball he can run for one or more

bases depending on how good his hit was or how fast he is. When any player makes it round all of the bases the team is awarded a point. Despite the fact that all Americans will know the game anyway, World Series Baseball is effectively managed to convey the rules to those who like myself are a bit lost at the outset. Like the John Madden series, the enjoyment of playing means you pick up the rules a little restrictively and if you're long before you're organising some of the more complex tactics like changing field positions, going for a steal or selecting pitchers to match left or right handed batters.

You'd be forgiven for thinking that the gameplay in World Series Baseball is rather shallow. At first, hitting the ball seems a matter of luck more than judgment and while it's easy to get curve on the ball, pitching feels likewise a bit unconvincing. More than anything this is familiarising yourself with the subtleties involved in the gameplay and once you begin to master the game, the extent to which players and teams vary makes itself more apparent.

World Series Baseball features all of the teams in the league meaning you've got hundreds of players to deal with and a good range of quality or not depending on who you pick. There's a variety of game options from exhibition through to league, and even the chance to get some batting practice by playing a

home run derby. With all these positive comments in mind, I suppose I should add the obligatory warning at this point the warning being the somewhat limited appeal a baseball sim is likely to have among the firmly footy orientated British public. If you have harrowing memories of roasters or hate with a passion these people who put on American aim to play softball in the park I suggest you stay clear of World Series Baseball. As for everyone else, it'll sit comfortably next to your more Anglo-centric sports sim.

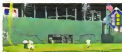


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the field. The Indians are standing about. The pitcher is looking like there's some confusion between the bases. The right fielder is running from the 3rd to 4th. He looks about 100 yards away from the field. The left fielder is on the base and the pitcher is about to strike. It looks like a home run is in order here.



(Above) The pitch comes in, Will it swing left? Will it swing right? Or is it a curve straight ball? Only the god of screenballs has the answer.

Go! Go! In the right of the picture you can just see the ball coming over. If it goes to 3rd base then the runner is out for sure.



33 Ducker



The 'tee' or they're known are definitely in the driving seat here.



The bases are almost loaded here missing points in play.



The toughness of the outfielder: A failure in this position runs the risk of a critical collision with the wall if he's too busy looking at the ball rather than where he's going.



This line around the 'tee' are taking a bit of a punting. Still, there's plenty of time, what with a total of nine innings to play. As the saying goes, it's a hotly old game. Zzzzzz.

WORLD SERIES BASEBALL 2



The ball is up! A catch is necessary.



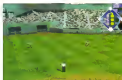
WB 2 highly suggest that you 'play ball'.



As you're probably guessing by now, the White Sox have been something of a popular choice in the office.



0-1, top, 6th, 0-2 bottom.



CF Lewis

They stand in silent concentration. The winner is subjected



RF Krumpholt

A fine sequel to what was a very good game in the first place. There's enough style and depth in World Series Baseball 2 to keep you happy for months.

STADIUM ROCK

A good example of the detail the programmers have shown in World Series Baseball 2 can be seen in the range of stadiums included in the game. There are some pretty famous ones in there that you'd have heard of in movies like Field of Dreams - places like Wrigley Field, Fenway Park or the Yankee Stadium. Each of them is accurately rendered with the exact field size and everything. To top things off there's some appropriate commentary from the classic, burger-worshipping York, Newham!



Fenway Park - where legends are born!



Yankee Stadium - where legends die!

graphics	82	overall
sound	86	
playability	87	
longevity	88	
		87%

DEVELOPER	CORE DESIGN
PRICE	FLY 99
STYLE	ADVENTURE
RELEASE	OCTOBER 1996



After seemingly years in development Tomb Raider is finally ready for release. And doesn't it just look lovely. It looks like, for once, it's worth the wait. That logo to the right seems to confirm it.



Several years back Core Design were a small software house in Derby "Tombus" for the Megadrive platform game Chuck Rock. Now Chuck Rock wasn't bad as it went, but it wasn't until the release of the Mega-CD that we became at Core shot to first division (or Carling Premier League or whatever) status with their excellent 3D shoot 'em up Theodoric Hawk. Since then they've successfully claimed the 3D racing blaster genre as their very own, producing a string of titles along Theodoric Hawk II, and Battlecops. Tomb Raider is the latest polygonized thoroughbred from their stable, and the first to feature a female heroine being in the starring role.

Basically the game works like this - you're set to work in a number of 3D levels which may be explored freely at your leisure. However, certain sections of each stage are usually sealed off by locked doors or so on and you've got to find the correct key/lever/object to open it (or whatever). Along your travels you'll meet up with numerous wild animals (both real and mythical) which you're invited to shoot with your guns or avoid with your selection of acrobatic skills. There are

harsh platform arrangements to conquer, long falls underwater swimming sections and all manner of other non-wallet drains to your person as you'll.

The object of the game is to rescue a shedload of ancient treasures from long forgotten temples and the like. There's a guideline about how Lara Croft (your character) is hired by mysterious corporation to seek out the three parts of a mythical antique thing. This cops up in the form of intermissions between levels where there's a bit of horseplay with some other characters. You see, along with the various representations from the animal kingdom, Tomb Raider also features a number of non-player treasure hunters on the same trail as yourself. Some you'll get talking to,

but others will try and kill you numerous times. It's a nice touch, and one which adds an element of urgency to the atmosphere which could quite easily have been a little too slack given the explosive nature of the events. Luckily this isn't the only plus point. The central character is highly versatile and capable of performing numerous different japes, shuffles and stunts. All of these are essential at some point during the game, meaning you have to know your way around the controls. Each individual level has been designed beautifully taking its cue from real-life ancient civilisations to produce far



A great deal of effort has gone into the control method used for Lara. Swimming in particular stands out as being utterly ace indeed. A lot of grasping with a gun (does it)



ly authentic, looking non-environments. It's the urge to explore which makes Tomb Raider compelling. The pace of the action is pretty laid back, so anyone expecting an Indiana Jones experience has another thing coming. The emphasis of Tomb Raider is far more on the puzzle factor. The first couple of levels are easy enough with only a few levers and the like

blocking your path to victory. After this the challenge level of the problems starts a steep ascendancy towards "Very Very Hard Indeed". That's where my second criticism comes in. Tomb Raider's control method requires great perfect coordination and that coupled with the lag between a button press and the appropriate action being carried out can be extremely (no, EXCEEDINGLY) frustrating in some situations. Basically, Tomb Raider isn't the sort of game you can't bung on for a quick ten minute blast on. Core indicates that there's a hundred hours of gameplay required to complete Tomb Raider. And we can see no reason to disagree with them. Although of course, about thirty of those hours will be spent wandering around fruitlessly and hurting your head trying to work out what to do next. The addition of the Action Mode once the game has been completed adds little further to the lifespan of the title.

My only real complaint about Tomb Raider is that it feels somehow unassuming in its atmosphere. It's a great game with superb graphics and has obviously taken a shedload of thought and work (and cash) to produce, but for some reason it doesn't feel as flashy as say NIGHTS or any of its other big budget peers. Just that that's much of a problem really if you're looking for a game to keep you inside while the weather's crap. Tomb Raider is the perfect companion. It's a lengthy challenge, a lot of hours and one of the better games from this country so far this year.

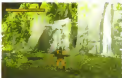
RAD



Kind of like Resident Evil, except Prince of Persia is not 3D. That's Tomb Raider.



The 3D rendering in Tomb Raider looks absolutely fantastic!



ART ATTACK

It's difficult to see a game come out of the PS1 family with such over-the-top graphics, which easily rival the best of the PlayStation developers can produce. Right? Due to all the beautiful in-game effects, Core has also produced a hefty quantity of excellent ambient artwork, like the staff found on this page and in our Showcase. It lists the back end of the big pocket-book that says you can't be a real adventurer without that for you.

It's not that the game itself isn't actually making things more visually appealing at this resolution. It's more about the fact that the game looks like a museum piece. The game's graphics are so good that it's almost like a museum piece.



A 3D bridge action going on above.

TOMB RAIDER



A lot of Tomb Raider's puzzles revolve around the pushing and pulling of levers and objects. Some puzzles are excessively tedious.



Every self-respecting platform game - even in 3D - should stick to the convention that an item level should be in their inventory. Even Mario 64 and BERTS do it. Well, however, these games don't have the same amount of back-drop interaction as Tomb Raider has, so the pushing and pulling around this captive shows only red.



Bringing up the inventory (shown) allows the entire range of objects that Lara has collected, all of them being rendered in 3D. They spin around the.

A classic exploration with rooms of gameplay. Definitely nice for the collection if you value your value.

graphics 94

sound 90

playability 93

costability 96

overall

92%

BY	VIRGIN
PRICE	TBA
STYLE	PLATFORM
RELEASE	NOVEMBER 1996



Once upon a time, there was a worm called Jim with a robot power suit. He didn't do a lot, really. Just saved a princess a couple of times before retiring rich. Now his ancient adventures are available for your Saturn. Obviously Virgin are cashing in on retro-games fever.

Earthworm Jim, you may remember, was that funny games character controlled by Shiny Entertainment. This is before he went on to star in his cartoon series, range of action figures, handbooks, pyjamas etc etc etc. Well now he's BACK, gentlemen, and this time he's in a game again. Of course, we shouldn't mock Shiny for the prolific nature of Earthworm. For starters, they're probably rich enough to buy our magazine and sack the lot of us. Plus, of course, they had to find some way to earn a vast out of what is so far the only Shiny character to make it to games shelves if you want to persuade someone to buy your development house for a hundred million thousand dollars you've got to have some incentive, I suppose, and two platform games might not be enough.

Or perhaps they are. Because for reasons best known to themselves (but probably involving cats) Shiny have chosen to debut Earthworm on 32-bit in a straight conversion of its second Megadrive adventure. Admittedly it's not the next backward platform games Earthworm is famous for the wacky inherent in his titles. Various levels see you digging, flying, slamm'ng and pig jolping along with the usual gamut of running, jumping and shooting. However, in any sense other than commercially releasing a year old Megadrive game on the Saturn is a bit of a bizarre decision.

Still, games don't get a reputation like EARTH

without being boring. And there is much to commend the title for. Most obviously it has a genuinely amusing sense of humour, instead of the forced "wackiness" common in much of the genre. The wacky depends upon time and events related to the

game too, as opposed to intrusive and frustrating faux samples or " hilarious" interludes (although it's got those too). Jumpy aside, Earthworm also impresses with its polished presentation which guides you through the game slickly - filling in leading gaps, making the screen look nice and smart and generally adding an air of trustworthy professionalism to the play experience. And of course, there's the general spry level of imagination put into the game design, which is what really gave most of the platform's open Earthworm's first release.

Sadly for Shiny though, things have moved on somewhat since then. 32-bit consoles have raised the stakes of what is considered good. And EWI doesn't compare so favourably with its new peers. Previously a big fish in a small computer pond, Jim has become looking quite so grimy when he's up against a new breed of more lively, inventive and cleverly programmed competitors.



In fact the biggest thing Jim has going for him here is that platform games on the Saturn are very scarce fare, it's a miserably playable game but if only to maintain their cutting-edge reputation you'd think Shiny would have at least had a bash at something new for the flagship console. The graphics look tiny, the controls feel overlight and the music sounds like the Miami Vice cops jamming with The Power Station - all wibbly guitars and power sax.

Most hardcore platform fans will probably already have played this on their last machine. Given that anyone whose first console is the Saturn probably won't know what a platform game is. Obviously those fans that haven't seen this before will find some relief from the rainy-jumpy-drought in Earthworm's charms. The majority of players though, will doubtless remain somewhat unimpressed. It is one if Shiny bothered coming up with some new ideas for the Saturn spin off I'd be dancing a jig of joy screaming Earthworm Jim's praises in the street, like some kind of possessed Christian fanatic. Sadly though, despite my deep and abiding affection for the character and his funny cartoon on the telly, I can't recommend the game to anyone but the most die-hard enthusiasts.

RAO



This stage has some excellent little touches to it. Sheels of paper flutter around Jimmy's but everywhere he roos, scattering like confetti. Leads.



This is just a picture of Jim shooting a coin at the line. But don't worry, readers, he's not, burning it. It's only pretend, you know it's all a game. G'day Earthworm Jim!



This is a fancy block. A whole stage with nice graphics.



This is a funny Sega sign, with Jim playing the accordion to his lady love Princess What's-her-Name.



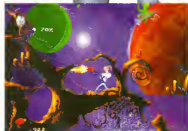
Jim shows off his impressive three-way gas, which has good shot coverage.



This is a busy level where Jim has to bounce the piston on the soft cushion, or they scatter on the floor. That bit isn't very busy.



Earthworm Jim 2



Why did Dave leave all these big cushions? I've got to get to the shops.

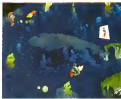


By the time I've finished 'fing in all this cock the experiment'll be shot. Posh stripes.



I LOVE THE PRETTY ANIMALS

Animal lovers will be overjoyed to see that Earthworm Jim 2 contains many of our farmyard friends in their natural state. Pigs in sties, cows being abducted by UFOs, more pigs flying. Well, perhaps this isn't totally natural. But at least they're not running around wearing robot space suits like our worm hero is.



This flying level is typical of Earthworm Jim's variety. Many stages rise from the normal platform territory.

A great game — a year ago. On a different console. A new game from Sirey might be a good idea, as the two they've got are starting to show their age. Hopefully their forthcoming 3D title Wad-9 will make up for the disappointing rest of this.

graphics	70
sound	73
playability	80
testability	71

overall

72%

BY	JVC
PRICE	£44.99
STYLE	RACING
RELEASE	NOVEMBER

Impact Racing seems to have **appeared out of nowhere**, although it's already gained a good deal of respect on the PlayStation. With its **novel take on the racing genre**, and plenty of **blast 'em up action**, it looks like getting the **same treatment on the Saturn** as well.

Traffic. It's the fundamental problem of travelling by automobile these days. But just how do you solve the gridlock? Well, I've got this plan which could have the dilemma resolved within weeks. Forget public transport, forget bicycling, forget walking from home rather than commuting. What every car needs is a range of turret guns, missiles and other weaponry to deal with the frustrations of modern motoring. Did that guy just cut you off? Then pop him in car with machine gun fire! Is that old couple in the Allegro driving too slowly? Time to make use of your Halford missile arsenal! Is the idiot in the Escort right on your bumper? Simply release a fire wall and watch him leave! You'll have the streets empty in weeks! IHB ph!

I can't really take full credit for this innovation, it was after all inspired by playing Impact Racing, JVC's new racing game. The title seems to have popped out of nowhere, so I'll start by explaining what it is. All about: Players choose from five cars (varying in speed, grip, armour and weight) and then take to the race circuits. Each race consists of four laps, every lap having a time limit. If you fail to complete the lap before the time runs out, your race is over. Because of this there are pick ups on the track which extend your time, as well as pick ups which improve your front and rear armour. But what's the 'Impact' all about then? Specifically it points to the other main concern of the game, which is to destroy other vehicles as you go round the circuits. Provided you destroy enough cars, you'll get the opportunity to upgrade your weapons in a bonus level.

The mixture of racing and combat might make



you think of WipOut, but there are some very real differences between the two. To begin with, Impact Racing looks more contemporary than Futuristic (although one level sees you coming down a space highway) and, rather than using weapons to slow the progress of other vehicles, you're actually set to destroy them. In terms of graphics, I'd say the two are pretty much on a par. Impact Racing features some brilliant light sourcing and the explosions actually look considerably better than what you'll see on WipOut. Both the speed and animation in Impact racing are very impressive; the cars moving and sliding

with a realism that enhances the explosive action.

There are some nice detailed touches in Impact Racing like the map at the top right of the screen which lets you know where the other drivers are so you can drop a mine or three. Some of the weapons are excellent as well. There's the fire wall which leaves a trail of flames blazing along the road, a variety of lasers (including in power 26 you raise your way through bonus items) and some awesome missiles to play around with.

One criticism I will make of Impact Racing is the lack of variety in the race circuits. Slightly speaking there are only four of them; the later circuits simply being versions of the same circuits, except at night time or through under a different spectrum of colours. Nevertheless, this doesn't prevent Impact Racing from proving itself pretty entertaining stuff, and anyone who's got a thing for racing games or their myriad guns would be disappointed.

ROB



Well, an enemy team hits you, but spares that and concentrates on the loss to your right - it improves your energy.



This is one of the bonus levels, if you destroy the right number of cars within the time limit, an upgrade for your car is awarded. And don't let the eyes on the walls scare you off!



A missile is released!

A missile flies by!

IMPACT RACING



DRIVE YOUR BONUSES

If a player manages to destroy enough cars as they go about their merry way, they earn the chance to acquire more weapons upgrades for their motor. It's a bit like Kev down the road getting spoilers for his Fiesta, except these add-ons are designed to KILL. On a bonus stage, the player has to destroy a set amount of cars within a limited period. Provided you do just that, there's a lovely new gadget to play with. There are a total of six in all and once fully tooted a player stands the best chance of completing the game.



Success! You've got hold of the devastating missile.



Failure! You've acquired the fuel gauge. None that!



How do you fare in it as one than as other cars...



...and stare back in joy as they go up in flames.



Left - your car drives on through a thousand explosions.
Above - That's right! Tip the other car over! Bahaha! I am the master!



Three cars in 37 seconds? Bahaha! It is no easy feat!



It might look like a hat or a PC but it's a mile before your eyes.

A bit of a surprise success, Impact Racing might want for originality, but remains a good take on the racing genre.

graphics	84
sound	83
playability	86
usability	82

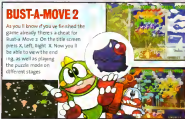
overall

85%

Tips

BUST-A-MOVE 2

As you'll know if you've finished the game already there's a cheat for Bust-A-Move 2. On the title screen press X, left, right, X. Now you'll be able to view the ending, as well as playing the puzzle made on different stages.



FIGHTING VIPERS

To get the Option+ game, simply complete the game once from here you can select your starting stage, turn damage off and select two more options which are hidden at the start.

To play as Maki in the 20-year-old version of the final boss, simply complete the game as any character. He'll then be selectable in any mode and his moves will be displayed in Training Mode.

To play as BM you need to complete the game as any character on Very Hard difficulty and beat him at the end of the game. It will then be possible to select him in any of the multi-player modes (not Arcade).

To play as the bear from the background of the Arisstone City stage, you need to be playing on that background in any mode, then finish your opponent by knocking them through the rings at the giant bear. If they go in the right direction, you'll be able to select the bear when you play next! You can access him in any mode and he uses mostly Samman's moves.

To get the hidden "Big Heads Mode" option, just finish the game as every one of the characters, including Maki, and the little bear.

To get the "Wall Slip On/Off" option in the Options menu, go to training mode and perform every single move for five of the characters so that "OK" appears next to each name. You need to spend quite a bit of time bringing up the name, watching how to do it, then performing it properly, but it's worth the hassle!

If you play through the game in Hyper Mode with the difficulty on Very Hard as Candy, then play another game, Candy will lose some clothing that is usual when she gets her armour removed! Once you've done this cheat once, you can select Candy in this mode by holding the X button and choosing her with A or C.

To get an extra version of Candy wearing Hawaiian shorts with a Uiaele on her back, finish the game on Normal difficulty as Candy. She has all of Candy's usual moves as well as one of Ikaeli's - DD F to sit with her Uiaele.

To get Candy wearing a school uniform, finish the game with regular Candy on Very Hard difficulty. All of her moves are exactly the same as usual.

Both of the extra versions of Candy can only be selected in the modes other than Arcade - Training and Versus.



BM is the more powerful version of Maki.



Some more bees or less abilities.



Be Walls mode tends to speed up the game still further! The game still acts as though the bees are still there, though!

EARTHWORM JIM 2

These cheats should all be entered when the game is paused. The letters D and U refer to Down and Up, while L and R refer to the left and right directions.

100% health L, A, Z, Y, D, A, X, D

Nine lives Y, A, F, D, D, A, L, E

Plasma gun C, A, R, R, U, D, U, L

Triple gun D, A, U, R, R, E, C, R

And here are the level passcodes:

- 1 Gun, Energy, Blue Gun, Sandwich, Con
- 2 Bubblegun, Sandwich, Sandwich, Bubblegun, Energy
- 3 Triple Gun, Gun, Missile Gun, Triple Gun, Blue Gun
- 4 Energy, Bubblegun, Bullet, Gun, Jim
- 5 Bullet, Sandwich, Gun, Jim, Gun
- 6 Missile Gun, Blue Gun, Bubblegun, Bullet, Sandwich
- 7 Blue Gun, Con, Bullet, Missile, Jim
- 8 Bullet, Gun, Missile Gun, Bullet, Jim
- 9 Sandwich, Gun, Jim, Blue Gun, Blue Gun
- 10 Triple Gun, Bullet, Bubblegun, Energy, Bubblegun
- 11 Missile Gun, Energy, Bullet, Energy, Energy



Earthworm Jim 2: The full list of codes is revealed just over to the left there.

VIRTUA FIGHTER KIDS

These excellent cheats make this excellent game even more fun!

To fight against a secret version of Dural, who is translucent with a goldfish at her head who does all of her facial expressions for her play through the game on the various drift duty setting. When you've beaten all of the characters and you reach Dural, she'll be the new set set.

By gajk@k0.com/virtuafighterkids@planet.com

Fighter 2: On the character select screen press Down, Up, Right, then A+Left together. To play as a gold version of her, press Down, Up, Left, then A+Right together.

To play as goldfish Dural, select Dural as usual then hold the C button until the start of a game. All of her moves are the same as usual, only she looks a lot better.

To fight from the secret view behind a wire-frame version of your character, select whoever you want as usual. Then hold the L and R shoulder buttons until the fight begins. You will appear as a white model of your character, but all of your moves and controls will stay the same as usual.



Some full-on transparent physics action!

DESTRUCTION DERBY

Here are secret names which should be entered to get some hidden features.

To access the Ruined Monastery, the bonus track start Wreckin' Racing Championship Mode and enter the name "REFLECT". Now choose Practice and cycle through the tracks to get the Monastery.

For invincibility, enter this name for Wreckin' Racing Championship Mode: "DAMAGE!"

To access the number of drivers in a race, enter "MPLAPS" as your name for a Wreckin' Racing Championship.



NIGHT WARRIORS

Now that it's finally out, you could use some excellent game-enhancing secrets for Night Warriors.

If for old times sake, you want to play Darkstalkers (the prequel to Night Warriors), use this cheat. Go to the options screen and highlight the Config Select option. Now press B, X, Down, A, Y quickly and you'll hear a noise. The new option should appear at the bottom of the screen.

To be able to bump the speed up massively go to the options screen and highlight the Turbo option. Now press X, Right, A, Z quickly (just like Akuma's firecracker move in SF Alpha) to be able to move the number of turbo stars right up.

To have a perfectly clear screen when you pause the game, rather than have it go dim, use this cheat. Go to the options menu and highlight Screen Size. Now press A, C, Y, Up.

In case you didn't know there are also eight different costume colours for each character. When selecting them, just use X, Y, Z, A, R, C, Start, or X+B together to pick a different colour.



Exhumed

Exhumed really is seriously, seriously, brilliant. In fact we'd go so far as to say it's the best single-player 3D blaster we've ever experienced (and that includes Quake!). It's also bloody difficult. Which is why Daniel Jevons, the Master's protege, is at hand to sort things out. Bow before his power!

WEAPONS

1. MACHETE: When you run out of all weapon energy, you'll always get your trusty blade to fall back on. Unfortunately the machete is a particularly ineffective weapon against all but the weakest foes, and should only be used either if out of ammo, or if you've just picked up a super-weapon power up.

2. PISTOL: The first proper weapon you come across. On the plus side you get a lot of shots for your money, and it's good for dealing with one hit enemies like Spiders and Bats. On the minus side it's pretty ineffective against enemy that use large energy at a time. Time to break out the heavy artillery.

3. M-60: Your staple weapon. The M-60 does a ton of lesser enemies at once, and can get Anahli Coombs, Mammals and even Lion Bitches to the wall. Ideally you want to stick with the M-60 for most of your quest, unless a situation dictates otherwise. The only slight problem is the speed of ammo consumption.

4. AK47 BOMB: Provided you can master the art of angling your view to pick the barrels, and holding down the button to gain the extra throwing velocity, the Akas Bomb is a brilliant long range weapon. It is also the only weapon that can explode on a single wall segment. And you can use it underwater.

5. FLAME THROWER: The ultimate close range weapon for a single target. The flame thrower stops any creature in its tracks - including Lion Bitches and Killmax Allies - and even those passed until death. It uses up weapon energy quickly though.

6. CORRA STAFF: Exhumed's equivalent of the Rocket Launcher. Except this one comes off Unleashedly the corra arm's that damaging. It often misses, and it requires two direct hits to kill most large enemies. Still, it can be used underwater, and gives a good weapon energy to chat ratio.

7. RING OF RA: A brilliant weapon, simply because of its rapid fire and wide spread coverage. Best used for excavation where you find yourself outnumbered with no space to charge a mana-shield. Not very effective against smaller enemies though but most excellent otherwise.

8. MANACLE: Exhumed's BRG! Keep the button held down to charge up a more powerful shot, then let her rip. The manacle fires up to four streams of electric death, which come in on grid patterns. You can even determine the lightning targets by pointing the weapons in your view. Effective against both Akas and Lava Beasts.

MONSTERS

There's a quick rundown on the enemies, and the most effective weapons to use on them. SEGA SATURN MAGAZINE's greatest talented players have verified that level as the best trick for the job.



WEAPON: Pistol, M-60



WEAPON: Machine, Cobra Staff, Akas Bomb



M-60, Flame Thrower, Ring of Ra



Ring of Ra, Manacle, Akas Bomb



WEAPON: Pistol, M-60, Cobra Staff



WEAPON: M-60, Ring of Ra, Machine



WEAPON: M-60, Flame Thrower, Ring of Ra



Flame Thrower, Machine



Machine, Flame Thrower, Ring of Ra



CONTROL FREAK

Mastering the back control system of Enhanced is essential to completion of the later levels, and to locating some of the development dolls. Here's a quick run-down on some of the more important features.

LOOKING: Proper use of the back button is absolutely crucial to Enhanced. You should get used to using it for accurately lobbing Anan bombs, checking your footing for jumps, checking your height when negotiating a laser beam field, and last but not least, climbing vertical walls.



Looking down here allows for accurate aiming with Green weapons.



Parts of game need you to walk up to and explode a bomb in order to gain height.

FLYING UP: Once you have Heral's Feather in your possession you can double tap the button to float in the air without dropping. However, it is possible to actually TD UP using the feather, and you're going to have to do this at least once in the game. Jump up, initiate and then look vertically down at the floor. Charge an Anan bomb up to the max and throw it directly beneath you. You will take damage but you will also be propelled up into the air! You can skip whole areas of levels doing this!



A pretty extreme example here, eh?



Go look up/down to get your accuracy instantly!



Here's a picture of your character flying about.

CLIMBING: Using the same principle as Flying Up, when in the air surge to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Cobra Staff or a charged Anan bomb to propel yourself upwards. See, climbing is possible! But remember to keep pushing into the wall as you fly.



A nice pic of the Enhanced hero climbing a wall. An essential activity.



And again, another picture of the male character climbing a wall. Word.

SWIMMING: The Sunken palace is one of the most difficult levels in the game. But there is a way to make it easier. When swimming, instead of just holding the jump button down, try tapping it rhythmically. If you get the timing right, you will swim faster. Also, any damage you take underwater resets out your air-o-meter as well as your health. Therefore, say allth you pick up will give you slightly more air. Pretty obvious stuff, really.



The infamous sea level of Enhanced are probably to float.

GENERAL TIPS

BARBARA: A jump on top of the door ledge in the marble room with the giant mosaic (near the exit to Subek Pass), this will open a panel in the wall just around the corner.

It is in the area that contains the start of the underwater passage leading to Anan Mines, there is a destructible wall above the waterfall. Once above the waterfall there is another destructible wall to the right.

BARBARA SARCOPHAGUS: On the way across the slime to Heket Marsh you will spot an infested panel in an overhanging. The entrance is a destructible wall on the other side.

SHIBU MIST: As you approach the end of the level, where you learn to glide from above to glide above, stay as high as you can. There is a secret passage directly above the level exit (i.e. the cave), though you're going to have to employ the wall climbing technique to reach it.

MAGMA TUNNEL: In the first room where you must drop down to hit a switch to open a door (there is a full health power up on the wallway, several mutant flies and a Lava Bomb) throw a Anan bomb at the section of wallway just to the right of the mouth.

ARON MINES: In the room where you first collect the Anan bomb, throw a bomb at the area between the two beams in the ceiling. Then are the flying technique to get up there.

WALL COMES: Use a bomb to destroy a wall section just past the level's Camel which takes you to the Third treasure hallway.

CRABBY OF PEBB: Right at the top of the level, just after you trap across the a gorge, where the door at the other side has been opened up by a trap throwing a Fuelball, you enter a large chamber. Search the chamber ceiling, and you will spot a slash feature in one corner. Use a bomb on it.

CANTONS OF CHIMB: At the start of the level, fly around at the highest point and you will see a garish feature in an overhanging. Use a bomb to destroy it, and restore health. You will reach a sloping chamber, with two low beams at the bottom. Again you must use a bomb to break a square section in the ceiling, then climb up it. Negotiate a VERY tricky laserbeam field and two dolls are yours.



Some brilliant light scoring in Enhanced...



A close-up picture featuring Fall-on as Hekt!

DEVELOPMENT DOLLS?

Below it or not, completing Enhanced with all seven pieces of the puzzle is not the ultimate aim of the game. You've got to find all the Development Dolls. The Development what? Ah ha. Looks like you've got quite a bit of work left to do. There are 25 development doll hidden around Enhanced's many levels, each with the face of one of the laboratory development team. As far as I can figure it, there is at least one doll in every single level, though on some levels there are two. All of the Development Dolls are VERY well hidden, and it requires a sharp player to locate even one! Here's a run-down on some of the Dolls we've found.





HOW TO USE THE MAP OF KAIRNAK

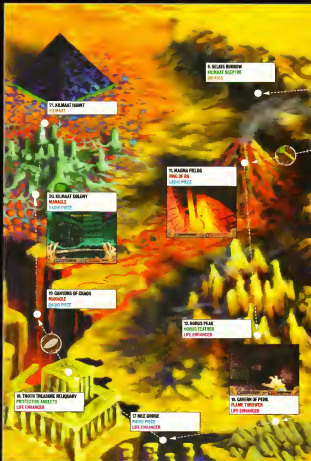
This map is pretty simple to work out. The links between locations might have an artifact shown. If they have, you need that object in order to progress. If say, a Life Enhancer, has an object in brackets afterwards you need that object in order to reach the Life Enhancer (or whatever) in question. The colour codes help distinguish what the objects on the map are.

THE VALLEY OF KAIRNAK - MAP LEGEND

- SCRAPONS
- ARTIFACTS
- PIECES OF RUBID
- LIFE ENHANCERS
- BOSS CREATURE



This horrid boss creature has many links up to it, so "blow it".



24. KURNAK MOUNT
SCRAPON

8. NILEAS BURROW
KURNAK SCEPTRE
BOSS

20. KURNAK GALAXY
KURNAK
LIFE ENHANCER

15. NAQNA FIELDS
RING OF FIRE
LIFE ENHANCER

19. CANYONS OF DRUMS
KURNAK
LIFE ENHANCER

13. BURIED PLACE
HORUS FEATHER
LIFE ENHANCER

16. TROTH TREASURE RELIQUARY
PROTECTOR ANKLETS
LIFE ENHANCER

14. CANYON OF PEAKS
FLAME THROWER
LIFE ENHANCER

17. NILE GOUGE
PIRHO PEARL
LIFE ENHANCER



This scene is taken right at the very beginning of the game in Karnak Temple, where the deceased Ptahhotep is questioned about you in about the quest you have elected to take on. You shouldn't have any problems reaching this point of the game. If you have, you're in pretty deep trouble, my friend...



COIN-OPERATED

The gap between the Sega Saturn and the latest arcade hits makes Coin-Operated even more essential than ever before, hence the temporary increase in size this issue! When you see the games we've got, you'll see why...



Who's harder, the X-Men or the Street Fighters? It's the question that's dividing playgrounds the world over. Except in France, where they're all probably still arguing about Justin and Arsenic. Anyway the answer is - the X-Men. Of course they're the hardest. They've got all those super powers and abilities far beyond those of mortal men. All the Street Fighters can do is hit each other. Finally, in a Saturday situation, given the choice between a Dragon Punch and eyes that fire optic blasts capable of shattering glass! Well, I know which one I'd pick. So there you go. The X-Men are the hardest. By loads. So there's no need for any of this competition between the groups. It'll only end in tears for Capcom's finest.

So instead of exploring the antagonistic aspects of X-Men Versus Street Fighters, let's look upon this as a great meeting of heroes. Two forces bound by their consciences to save the world from a fate worse than death. Well, actually a fate that is death - Apocalypse - the eternal bringer of doom. And, well, a Marvel character, because there isn't a SF dude hard enough

to act as the boss. Which just goes to prove the X-Men are harder. But being the generous mutant souls that they are, the Uncanny X-Men are willing to share centre-stage with the weedy pretenders from everyone's favourite best 'em up series.

This is the result. A one-on-one beat 'em up from the stable of all fighting thoroughbreds. Thinking about it, Capcom see us in a total worst case. They're marrying the fighters that captured the hearts of a gaming generation with the ultra popular comic characters they immortalised miserably in the games console. Why? Plus they're bringing together two of the best loved combat game styles - the technical cleverness of SF with the effects laden pyrotechnics of X-Men. Children of the Atom. All they need is for Stan Lee himself to provide naming, commentary and we'd explode with happiness. Perhaps luckily for us Stan Lee's been hit to lend his gravelly New York vocal chords to this production. So we won't be exploding. We will, on the other hand, still be highly excited about this excellent superb development in games history. What next! Wolverine vs Megaman! The Avengers vs The Darkstalkers! Or perhaps Five Star in Resident Evil World!

X-MEN VS. STREET FIGHTER



TAGTEAMS
Mutants and martial artists can be friends, that is the lesson inherent in X-Men vs SF. To illustrate this point, each player controls not one but two different characters, each with their own energy bar. Not at the same time, obviously, but as a tag team style. This doesn't just mean one character leaping on screen after the demise of the first (although that happens too). It's a tactical thing too. Say your first fighter is flamed or dished by a top-notch combo - hitting a fireball and two Pinco attacks will swap them over for your second combatant, who'll be ready to rock. Indeed, they'll appear on screen rocking, flying into the air in with an attack. After this they'll pause and pose for a couple of seconds, which leaves them vulnerable. Clever players can even walk this swapper's into a noisier. Yet another example of Capcom improving the concepts in their fighting games.



Apprentice and Wolverine team-up on poor old Shinn

SEGA SATURN MAGAZINE would like to thank Capcom and the Word Game Fun for all his efforts in getting us these pictures.

See where how we heard these words below!

THE STREET FIGHTERS



Eya returns to the fray, just for the fun of it, as usual. This time he's got a Cyclone-style mega fireball attack for multiple hits. Still a highly versatile character and probably the best Street Fighter character. Oh, the Guile clone from Alpha comes good for X-Men vs SF. His fighting style is highly different from any of the other characters. Very handy against characters like Storm and their ranged attacks. One of the most impressively speeded-up SF characters. Oh, also now boasts flame-throwing capabilities to rival the Human Torch himself! The happiness of his flaming attack is quite sensational.

Wearing a dinky little hat, Cannon makes a welcome appearance with a stack of new moves that amongst these is his new Spinning Crash which is not unlike Blon's Psycho Crusher (read with a fuzzy mistle).

Mystifyingly, Ken - who is almost exactly the same as Eya - has made it into this run-up game where you'd think character variety is highly important. Nice hair, by the way.

The big boss of SF - M. Bison - makes his power gales in comparison with Magneta. Still easy to use and pretty damn cool, but his open fighting style



Guile's best-of-all Super Art



Sagat's hits for a living. This could be his specialty.



often makes him vulnerable.

Zangief, Doh, a fat Russian, I bet Apocalypse is totally quaking in his boots. The strongest of the Street Fighters, returns in crown. Has a new mid-air Spinning Jindricher which breaks necks.

Back in her old jam-jan-lu-lu-lu costume from SF, Chun Li is back, too. Her Hundred-Foot Kick is unlike anyone else's move, and it's an excellent finishing point for a Create A Combo. Look out for the necessity of your Super Combo fireball.



Dohlin is Juggernaut! Snags.



Guile's playing card onslaught makes SF's Char.

WHERE'S MALLY - X-MEN EDITION

The backgrounds for X-Men vs SF are pretty bizarre. To say the least. Along with the now familiar World Warrior-style backdrops in the flesh are around the planet, there's a selection of less logical settings. Like in the middle of a TV studio filming a quiz show, for instance. Or in the middle of a crowded shopping centre. There must be some kind of plot device which explains these locations, although we're blown if we know what it is. Perhaps Magneta's trying to steal all the tins of beans or something. Anyway the really interesting thing about the backgrounds is that some of these exhibit distinctly Childhood of the Atom-esque degrees of interactivity. For example, there's a street scene populated by citizens and started cop cars which, should it take sufficient beatings, gives way to avoid the characters onto the screens below, where their combat continues. Act



Guile versus Char.



Bugs visits Dohlin's flat.



Magneta's one of the coolest characters in the X-Men series, Guile's really makes it into one of the World Warrior games. Here he's dodging out the damage on poor old Dohlin.



APOCALYPSE QUITE SOON

The great thing about the Saturn conversion of Capcom games is they've always got hidden options and secret characters, so you always get to play as the boss. Well we're highly doubtful that'll happen with X-Men vs SF. That's because Apocalypse, the eternal agent of Armageddon, is the boss in this title - and he's not small. In fact, he doesn't fight like a normal character at all. He's so big he can only just fit his flat onto the screen. If you want to kick him in the head (which you have to), you'll need to perform a Super Jump! Seed knows how his special moves list would function. And he can't dodge, either, because he's too huge. Basically, Apocalypse is totally rock and all mortals must tremble at his presence.

SO WHAT'S GOING ON THEN?

While playing X-Men vs SF as Cannon, the SSM team noticed something strange. When Cannon wins a beat, M Bison beavers into the screen, whereas the Cornermeter salutes and squeals "Glasses complete, sir!" Which leads us to believe that the events of the game take place before those of Super Street Fighter 2 Turbo. But, right, she's got the scar on her chin from her alleged scrap with Bison when she escaped his thrall. So what's going on then? Is she re-brainwashed after Super SF? Or is it a birthmark? Or what? How come Charlie's in it as well? And if it does take place before Super, right, how come all the characters have the next new moves which they conveniently forget in time for the Street Fighting tournament? Come on Capcom - games transients demand to know where in your Street Fighter mythos this alleged mutant team-up takes place!



Just when does X-Men Street Fighter take place in the SF mythos? Does Cannon appear to be under the control of M Bison? It used to be before Super Street Fighter 2.



Blanka vs Bison. Are that ever a good fight!



Can Jangle withstand the kinetic powers of Bison?

MUTANT X-POWER STRIKES STREET FIGHTERS!

Thinking the Street Fighters and X-Men together is more than a matter of slapping the already-coded character onto new backgrounds. As arcade fans will know SF and X-Men both have noticeably different playing styles, so Capcom needed to find some common ground for the protagonists. Well they didn't bother, really, and so this title plays more like X-Men than SF. All the Street Fighter characters have had some of their moves and combos updated to compete with the newly-performed right-handed-million-hk X-Men-type super moves as often. Dhaliax, for instance, has a groovy new multiple fireball attack which is capable of seven hits without breaking into a sweat. This makes for a more action packed-looking (and feeling) game experience. The SF influence takes the form of making some moves harder to perform, with more twisty joystick manoeuvres responsible for the better effects

THE X-MEN



Fights a lot like Ryu and Ken, but with a big powerful laser for his eyes. So he's better. Not as effective at close quarters, but a strong all-rounder.



The shorty psychopath with the dead easy Super moves is back to help crap players get into the game without losing all the time. Excellent fun.



Master of Magnetism is the chief villain. His Magneto Storm Blast, which explodes over almost the whole screen, is chiefly his best attack.



Well benchman of Magneto, the supposedly invincible Jaggerbatt is obviously feeling a bit poorly as he's just so vulnerable as the others.



New boy Sabretooth is a bit like a bigger version of Wolverine. He takes more skill to use, but he's that much more rewarding than cheery old Wubbers.



Leader of the X-Men, so she had to be in this game really. Her weather powers are novel, but once she's crap at hand-to-hand stuff.



The Peter Andre of the X-Men, Gambit is only famous because of his own self promotion. His telekinetic powers which charge up ordinary playing cards into deadly weapons are excellent.



Kinkad moves over goes to Regas, who snags his opponent into submission. With a charging tongue serm, Regas can either dangle an opponent's enemy bar or steal their moves!

OPTIC MIGHTY RISING DRAGON HURRICANE STORM!



Super attacks are now the staple of beat 'em up. Pull off enough specials and connect with a few punches to charge up your Super bar and then use a series of complex joystick moves to effect a devastating (if it hits) Super special, that's the plan. You'll know when this happens because a portrait of your character framed by a nebula appears on the screen, whereupon they blast into action with a string of moves, followed by tracer images. Super attacks fulfill multiple purposes. They're a handy way out of a jam and they're a spectacular way to finish a round. Every character has at least two Super - and Super takes it to new levels of greatness.



Cyber's huge super-blast is just as powerful - and as spectacular - as it was in *X-Men: Children of the Atom*.



Storm - the weather which - utilizes the elemental powers of her command. How does Jagged's black electricity itself?



Powered by her megalomaniac, any physical contact with Super's side causes her to drink, mess up, pee and puke. In the game, that means that she stuns special moves!



Super she has super-human strength just short of Spider-Man's, which is also shown in her Super Storm 3-Attacks.

FASTBALL SPECIALS ANY? (NEARLY)

Super moves are one. They're all pretty graphics and more damage. They're great. If only you could perform two Super moves at once. Well hold on there, chicksadee, because now you can! If you're especially talented you can end a Super Combo sequence with a fireball (moves list permitting), which, combined with two flame attacks, brings your buddy on screen whilst your first character starts going through the motions. Fall off another Super Combo quick enough and your team gang up for an Ultra Super Mega Combo and reactions of damage all over the shop! At least, we think that's how you do it. We only managed to pull this off once. Once was enough though to see just how **AWESOME!** these "double supers" are.



If you use the perfect technique necessary you can unleash both characters' super-moves at once! Here we see Wolverine's Razorback Barrage and Cyclops' Optic Blast ripping W. Bush to shreds. As if he'd stand a chance anyway.



Here's a first. Juggernaut and Wolverine teaming up!



Super's superhuman strength hits your psyche just...



... Until Super stuns it and returns it with interest!



Take from the intro - a historic moment in Street Fighter lore, as Cyclops and Ryu face off before he brings down their respective foe - W. Bush and Magneto. To be honest, Ryu probably had it more than the particular target!

BADDY MAGNETO'LL MAKE YA...

X-Men earned praise from serious players for its innovative new features, such as the multi-level play areas and the Cosmic Combo feature (regardless in all its glory in this game, too). Another of these features was the Super Jump, which allowed characters to leap almost twice the height of the screen and take their battles to the air. Well those Street Fighters have obviously got springs in their ankles, because Super Jumps are at your disposal in X-Men vs. US, too. These are performed simply by pushing up on the stick a second time whilst your character is perching at the top of their first jump. It's an excellent way to avoid projectiles and escape Super attacks which have a habit of carrying on for a while.

SEGA Touring Car Championship



The racing fields of the Sega release schedule have lain fallow for too long, my children. The time to strike with a new gearstick is now! Call the faithful to their gathering halls! It's Sega Touring Car Championship!



Steering Car Racing is a new sound event. The Formula One, and it just as happens that Quicksteer shows a lot of it on Saturday afternoon!



Steering Car Racing is a new sound event. The Formula One, and it just as happens that Quicksteer shows a lot of it on Saturday afternoon!



Quicksteer with an excellent time in the bag to getting ahead when it comes to racing proper in the real event. Marvelous job!



Since the pioneering Virtua Racing and its revolutionary 3D graphics, Sega have blessed us with a string of ever more impressive driving games. Daytona's texture-mapped brilliance put us into the same state of gameness that VR had managed. And just when we thought things couldn't get any better, the genius Sega Rally experience melted our steely gaming hearts all over again. After a bit of an absence from the scene, the AM boys are back again with the Sega Touring Car Championship, the latest addition to the jaw-dropping car-racing series.

Once again the technical improvements are the main attraction. The graphics for Touring Car achieve a new level of realism. Each car and object has a satisfyingly solid look and feel, along with an unprecedented depth of visual detail. Plus everything moves at approximately a million miles an hour and it more than fast enough to induce motion sickness in sensitive types. As if that isn't enough, the cabinet also features much of trademark modifications. The sound is delivered through a pair of new 3D sound speakers installed in the head rest of the driver's seat. This blasts the engine notes right into your ears for an awesome dose of believability. Just to make

sure you really do think the cabinet has got an engine in it, Sega have also mounted powerful heavy bass woofers under the seat itself, which lead that bass and throb of a real power engine to the game.

Frankly the only way to make the thing sound any better would be to actually put a working engine in the front of the coin up. And it's not just your ears that'll be bombarded by an all-new sensory experience. Top of the range.

Touring Car cabinets also come with Servo Steering as standard. This is an extension of the Italy feedback wheel which responds to in-game dips, bumps, corners and the like with synthesized assistance. It also means the game handles like a touring car, with power steering, which is what it's supposed to be. And, right, as if all this weren't enough, there's also a new tickler lamp system to add in gear changing (basically it tells you when to shift up or down a gear).

Of course, all of these modifications would mean little were the gameplay not similarly expanded. Well, once again the lads have done good, conceptually speaking. It's surprising that they've found yet another form of car racing to plunder, though. Surely soon there'll only be flat strip drag racing left, which won't be that interesting. Anyway, this kind of motorizing is kind of a case between OutRun and Daytona. The player controls one of a selection of vehicles based closely on real production cars overhauled for road racing, and drives it against screen opponents. These, ruffian cabinets permitting, can be human- or computer-controlled. Obviously things are the most fun when playing against real people, but the CPU is more than willing to make up the numbers.

TOURER DUTY

The players in Touring Car Championship are all based upon real-life racing counterparts. The companies responsible for the individual cars have cooperated extensively with Sega to assure that respective prides and joys are accurately represented in the game. Each car comes in either



Coming into the pits here, you can see a pretty awesome side-on view of your car. In this case, it's the Opel model.

A dynamic race in view of the Opel Touring Car



This is where you choose your preferred mode of transport.



Even the Midwestern fans love pretty damn well.



Manual or Automatic Steerer and has its own individual characteristics. The choice consists of the Alfa Romeo 155 V6T, an AMG Mercedes C Class, Opel Calibra V6 or Toyota Supra. I don't only know what that means, to be honest I suppose the big ones will be faster but harder to steer and so on. Although I suppose all the car manufacturers will have been trying to prove that their product is brilliant all-round. Anyway, they're all peep-er touring cars so it should be highly politic.

TECHNO TECHNO TECHNO TECHNO!

It's not just the rambling sound effects which will be tempting your ears when you play Sega Touring Rally Car Racing Championship Edition Challenge. There's also a smart three-face, known under the name of Dead Heat. It's been specially commissioned by Sega from APEX TRAX. You probably won't have heard of them unless you're a real white-label techno transposer, but APEX TRAX is one of the coolest dance music labels in the Oxide right now. A number of other famous Japanese club musicians were lured to America, and generally fiddle around with the same kind of stretched time required level of production. Bangin' tunes to the hardcore area, on the one to the Dead Heat genre!

THE SECRET HISTORY OF AM ANNEX

Oh, these AM types, they like to stay busy. And they breed like atomic-powered hammytheistic rabbits so well. Nearly a day gone by



without another AM Dept attaching itself fang-like to the ball of the good ship Sega Arcade R&D Co something along those lines. Anyway, the latest addition to the family, so you have probably guessed by now, is the same one responsible for the slice of beauty you see upon these pages. No, not Erik's reflection in the mirror - Touring Car itself. AM Annex (as it's called) has been set up by Shinya Mizoguchi, the genius mastermind behind the amazing Sega Rally Championship coin- op. So touring car gets to his abilities as a crack arcade designer they agreed to grant his wish as an AM department of his very own to develop his newest opus. It appears that their trust (and cash) has paid off, as Touring Car looks set to be the best driving game EVER programmed by ANYONE. In fact, word reaches us that IBM are planning to start driving lessons specifically for prospective Touring Car drivers. Oh all right, that's a lie.

SO THIS TOURING CAR - WHAT'S IT ALL ABOUT THEN?

Touring Car racing is the sort of thing boy men with their credit do. Take an ordinary production car, take all the bits out, put in better ones so it goes at about 300 km/h and unleash it upon a variety of rugged twisty courses. The best big players in the world circuit, as we've previously mentioned, have given Sega loads of help, but the real dusky work has been on the shoulders of AM Annex, who've shaped the raw materials into a cohesive game. Once players lock off the action they have to perform a quick quick fying lap to decide their position on the starting grid in the race proper. This done, it's a matter of thrashing the human or drone driver with sheer speed. As usual there's a selection of viewpoints to make it easier, harder or more exciting for yourself. Whilst low angles will be able to afford to massive eight player links, keep your eyes peeled for the twin Touring Car units which'll be racing your local house circa-ops this winter.



The MS boxes are proving great things with the advent of the Touring Car Championship game... and why not? After all, with key members of the Sega Rally team doing the honours (with head of Sega Shinya Mizoguchi in control of the project), this could be the ultimate result in that long-honoured classic! And it would be brilliant on the Saturn too!



Virtua Fighter 3



After what must be one of the biggest build-ups in the history of videogames, Sega's ultra-ambitious Virtua Fighter 3 has finally hit the UK and SEGA SATURN MAGAZINE was first in line to get a look at the machine and most importantly get a good playtest. So, after an in-depth examination of the backstory, check out the goods on the character

fighting game ever seen anywhere. Just as we suspected, if you've followed our VF3 coverage over the months, you'll know that Model 3 technology surpasses everything you'd ever seen before. You'll know that the new backgrounds with different levels of height add hugely to the gameplay. You'll know that... well, VF3 is the future!

In this last VF3 feature for the time being, we give you the lowdown on the characters in the game, including small moves lists designed to clue you in quickly on some of the new techniques found in VF3. It's by no means a complete list, but it's enough to get you going and to show you just how AWESOME this game is.



One of Akira's old story moves.



NEW MOVES TO TRY

- P+E
- P+E
- P
- P+E
- E+E
- P
- P+E



Little changed in terms of appearance from his Virtua Fighter 2 outing, Akira Yuki remains a powerful combatant with a penchant for surprising his opponent with a huge array of dodges, counters and powerful throws. The much vaunted Stan Fahn of Doom is back and remains as highly impressive as ever it was.

Bring the cruiser, power type, Akira makes easy work of the new escape button and even has a new move using the button. Try ○P+K for instance. Also note that many of his moves, like the feared Power Takedown, can now be strung into combinations, followed up perhaps with a ○○KK double kick.

CRANER: Very strong. Akira has always been the main man for Virtua Fighter and now he's even deadlier.



Since the launch of the original Virtua Fighter, all of the AM department's fighting games including Virtua and Last Bronx, have used the simple stick plus three buttons format. For VF3, it's a departure, with the addition of the design/escape button shown above. It's used to access special moves too.



One of Akira's spectacular new moves, executed with the aid of the new escape button.



Jacky looks very cool indeed in Virtua Fighter 3. He's traded in his leather jacket for a more fashionable item, although the distinctive fire symbol remains on the back. This jacket is a lighter fabric which lifts as he spins or if the wind catches it. In terms of new moves, Jacky is far more adept in the kicks department, being able to inflict multiple hits with single strikes.

Some new spinning punch combos have also been thrown in too. In all, Jacky remains a very rounded character whose new techniques are bound to make him even more popular. Whether his new techniques are enough to see him through to the final round of the new tournament remains to be seen.

CHANCES: Much the same as VF2. His multi-hit strikes make him more dangerous to people who know how to use him.



Jacky is one of the older Virtua Fighter characters that has really benefited from a full-on transformation thanks to the Model 3 technology. In these close-up shots (above), you really need to see the game in action to appreciate the wind whirling through his hair. It's simply amazing and changes depending on what stage you're on!

NEW MOVES TO TRY

- PP○P
- PPPP
- PP○PK
- PKL
- SPK
- P-KPK



Shen's drunken master tactics are more refined than in Virtua Fighter 2. Although he retains his ability to surprise his opponent with different levels of attack, he's far less likely to fall over suddenly and sit around waiting to get up.



Shen poses in a pose 'Taka Arashi' (in his own gear) in this combination.



One of Shen's low-level attacks. This one is quite cool - it can be activated at range and hits at a level difficult to guard.



The first thing you noticed about VF2 was Shen's his drunken bawling attacks. For VF3 he remains alcohol as the basis for his fighting spirit, but in the year since the last VF tournament he has learned to control it vital further. That bawling means that he keeps the unpredictability and multi-level striking opportunities from VF2, but is far more of a refined character. Also

in VF2 when he messed up an attack he was so open for a counter-strike it was almost painful playing him. No more. New moves include some stunning throws and a bit more versatility in the combo department. Look out for an amusing new throw attracted whilst Shen is standing on his hands. He leaps across the screen, rotating and twisting his feet with his feet!

CHANCES: Shen's extra combo is not at the expense of his unpredictability. He remains more of an enigma for potential opponents as opposed to a real contender.



Shen has a spectacular throw collected whilst standing on his hands (that). He also has a brilliant new multiple drunken slipping attack (above) and his winning pose (below).

NEW MOVES TO TRY

- SEP
- CP
- P-K
- PPPP
- PPPP
- SE
- E-E
- SECP
- P-E (above)



Jeffery's most powerful attack (and indeed one of the most powerful moves ever) is back in V3. The backbreaker is a simple throw from behind which inflicts serious damage!



Jeffery wins! (Above) Lisa's about to take a watery grave. (Below)



Use as the wrong end of a devastating throw.



NEW MOVES TO TRY

- P+K
- ○ PP
- PP ○ P
- ○ P
- PP
- ○ P
- KP
- P+K
- ○ P
- ○ P
- P+K (throw)
- P+K (throw)



The difference between Jeffery in V3 and its sequel was very noticeable indeed. There's not really that much of a quantum leap in the transition from V3 to this latest chapter in the saga. Most of Jeffery's innovations are in the basic attacks, with only a small smattering of new throws to get to grips with. Like Wolf, the new escape button gives him plenty of opportunity to finally strike back at the combo-based characters who have been his run in previous VF epics. One false move from his opponents followed by a Jeffery escape gives him plenty of potential to inflict massive damage. In fact, manoeuvring behind his opponent and performing a back breaker is that much simpler in V3. Another example of how the new escape move benefits the gameplay no end. Make no bones about it, Virtua Fighter 3 is absolutely brilliant, okay!

CHANCES: Fair to middling. In terms of prowess, Jeffery remains much as he was in V3... just more powerful with an even larger range of specialty throws.

NEW MOVES TO TRY

- KK
- P+P
- K
- K+K
- P+KK
- K+K
- w ○ K
- P+K
- K+K
- K+K
- P
- P+K (throw)



"Before you have to throw me!"



Taken down by Pa, the other fast, combo-based female in the Virtua Fighter series.



Manoeuvring behind Pa, Sarah executes a simple P+K throw.



Driven utterly mad by the Jy Syndicate's brainwashing, Sarah Bryant is finally on the road to recovery thanks to assistance from Brother Lucky. In terms of appearance, Sarah has opted for two new costumes. The first is a black, cleavage-revealing top with lycra trousers and high-heels. The second is a hot girl/cool top combo. The Jy Syndicate's brainwashing has obviously moved on a stage since V3 since Sarah now sports a rather fetching Southern Belle American accent. In terms of moves, Sarah has been hired out with plenty more kicks and new VF variants... as if she doesn't have enough already! What's perhaps more intriguing is her updated mastery of the escape/dodge button. With her speed she seems to have taken to the new system like a duck to water, making her even more powerful!

CHANCES: Sarah seems to have adapted most to the new escape routine. Coupled with her speed and aggression, she stands a very good chance indeed.

NEW MOVIES TO TRY

- E-B
- ○ P-B
- E-B
- P
- ○ P
- PP ○ P
- PPK
- SE
- E-B
- SE
- P-B (throw)
- ○ P-B (throw)
- P-B (throw from behind)
- P-B (throw)



In her new, intricate Chinese costume, Fai looks ten times better than ever she did in *Virtua Fighter 2* with the lighting on the stage really bringing out the graphics well. She's lovely as far as videogame characters who don't really seem to go.

So what's the deal with Fai in the combat arena? She remains probably the fastest fighter in the game, attacking with lightning speed and devastating combination attacks. The new game really boosts Fai's combo facilities, adding a huge range of different linkable attacks to her already strong arsenal. Her speed makes her good at dodging with the escape button and retaliating with a combo.

CHANCES: Fairly strong. However, Fai is very strong in the area of combos, which is what the escape button is good at avoiding.



Sporting either the basic sumo jock strap or full-on ceremonial outfit, Taka Arashi dominates the arena thanks to his bloody huge build. His huge jutsu is reflected in his fighting style. Just like a real sumo he uses his muscles to literally wrestle his way through his opponents, power-bouncing his way through all opposition. Taka Arashi is similar in style to Street



As well as the trademark Sumo stamp (also shown on this page), Taka can also throw his opponents as they lie helplessly on the ground. Taka Arashi also delights in smacking his foe repeatedly against the walls in *Virtua Fighter 2* (below). Just a sample of some of his amazing techniques!

Fighter's *Strangle*. He's very large, but slower than the Pai and Saraki of the genre, but once he has a hold of you, you can't let go. The best example of this power has to be when he gets his foes into a wrestling grapple. He can literally throw any one around as if they're nothing more than a rag doll.

CHANCES: Not immediately as adaptable and powerful as Aoi, Taka's full potential will only become clear after expert gamers have got to grips with him.



Taka uses sheer power to overwhelm his opponents in real style. This undaunted stamp gets paid to Judy Bryant (above).

PRELIMINARY MOVES LIST

BASIC MOVES

- PPPPPP
- ○ PP
- P-B
- ○ P
- P-B
- P
- ○ P
- ○ P
- P
- P-B
- P-B
- ○ P
- PP
- E
- E
- P-B



THROWS

- ○ P-B
- P-B
- P-B (from behind)
- P-B
- P-B
- P-B
- ○ P-B
- P-B (on crouching opponent)

Aoi's amazing skills enable her to recover any attack thrown at her in spectacular style. In this regard she's just as versatile as Ikki, but more damaging by far.

PRELUDE MOVES LIST

BASIC MOVES

- P-B
- P-E
- PP
- MF
- P-P
- P
- P-E
- P
- P
- EK
- PP
- E
- KK
- K-E
- PP P-E



One of Aoi's earliest ever-throw reversal moves (above), followed up with a knee-breaking attack.



Kiki's mid-kick is effectively reversed by Aoi here. And yes, she does break his leg after doing this. Bet.



The tail end of Aoi's special PPB combination attack (above).



Aoi specializes in a very aggressive form of aikido. Although primarily this martial art is based around defense, Aoi's capabilities are boosted by a range of floating strikes as well as multi-sequence combination potential. However, her best aspect is undoubtedly in her ability to counter absolutely any attack thrown at her, by using P-E button presses in combination with different joystick directions dependent on where the attack is coming from. Not only does she dock the opponent with her counter: she immediately follows up with a very painful extra hit as two - which usually takes the form of a torturous limb breakage. Dressed in traditional aikido costumes, you might think that Aoi's movements would be limited by her dress - not so. She reverts absurdly fast and lethal as a consequence. Just like Iori and Shun before her in *VF*, Aoi is totally different in style and execution to the other *VF* masters.

CHARACTER: Aoi's combination of speed, counters and combinations could make her just as lethal a force as Akira Yuki. A potential champion.



The Giant Being is back and as buffed as ever!

The big wrestler from Canada is back and he's looking good. Bigger, and more powerful than ever before. He seems somewhat confused with his national identity this time - hence the appearance of a stiletto and all-out wild west gear to whack the deal with Wolf? Basically he remains much as you would expect him - he's still not that much of a floating combo fighter, relying instead on wrong-footing his opposition and getting in a throw. To this end, the new escape button is ideal for him, allowing him to dodge around the combo-oriented characters like Sarah and Iori, giving him plenty of time to perform a power throw. Adding to this advantage is the huge range of new throws that Wolf has at his disposal, including an even more painful version of the signature Giant Swing move!

CHARACTER: Good. Always the under-rated character in *Virtua Fighter 2*, Wolf is even more versatile than ever before with even more opportunity to unleash super-damaging throws.



- NEW MOVES TO TRY**
- P-E
 - EK
 - P-E
 - P
 - PP
 - P-E
 - P-E (throw)
 - P-E (throw)
 - P-E (throw)
 - P-E (throw from behind)
 - P-E (throw from behind)

Wolf has always specialized in throws and as you can see from the moves list above he has plenty of new techniques in this regard.





Strength does remain something of an issue considering that everybody else is more powerful too, and Lion's reliance on his unpredictability needs to be bolstered with more new moves than have currently been revealed. His propensity for floating attacks also seems approved, but he's still a bit of a question mark still, fans of Lion from VF3 should be well satisfied.

CHANCES: Something of a wild card. His propensity to attack at multiple heights gets added significance on the uneven ground of VF's stages.

NEW MOVES TO TRY

- PP
- ■
- ○ ■ ■
- PP ■
- ○ P
- PP ○ P
- P ■ (throw)
- P ■ (throw)



The mysterious ninja from the previous VF epic is back and now he has evidence that his mother is the basis for the 16 Syndicate's "Dana" robot. That being the case, he's even more determined to find out the whole truth. Two distinctive looks are available for Kage players - the blue ninja suit we all know and love, plus a new "curse" look with a different mask and ninja-at-large threads. Kage remains the most devious of the Virtua Fighters and his new moves have been designed to wrong-foot his opponents even more than his additional techniques in VF3. Some of his new throws are absolutely incredible, including some bloody brilliant mid-air interceptions. Kage was runner-up to Akim in VF3 - dare he have the power to be victorious in this contest? Is Kage truly the most powerful of all ninjas?

CHANCES: A worthy opponent. Kage is dynamic in VF4 and even more powerful now. A potential champion if you're willing to persevere and learn to make full use of his ninja cunning.

NEW MOVES TO TRY

- ○ ○ ○ ■ ■ ■
- ○ ○ P
- P ■
- ○ ■ ■ ■
- ■ ■
- ■ ■ ■
- ○ P
- ○ P ■ ■
- P ■ (throw)
- ○ P ■ (throw)

This throw up to be followed by with a combo.



New moves and old. A repeated attack to the face (above) represents the former. The 'Toe Foot Kick' (below), the latter.



NEW MOVES TO TRY

- P ■
- P
- ■ ■
- P ■
- ■ ■
- ■ ■
- P ■
- PP ○ P ■
- P ■ (throw)
- P ■ (throw)
- P ■ (throw)



In terms of appearance, Lau retains the traditional Chinese look, although superior Model 3 technology means more intricate design and more realistic "flexible" bits on his costume.

CHANCES: Fair. Lau is still the master of combination attacks second to none, but is this enough when the escape button's express purpose is for dodging combos?

The winner of the first Virtua Fighter competition is smug after defeat at the hands of Akira in the second VF tournament and has sworn revenge against Akira and his daughter Pai. To this end he has harnessed the power of the combination strikes to new levels. Rather than improve the variety of his combos, he has dedicated himself to mastering new forms of floating attack and then following up. Whether this will be totally successful remains to be seen, as the escape button can effectively compromise the long and drawn-out combat that Lau excels at.

OUT NOW

BY	SEGA
PRICE	£49.99
RATING	94%

Fighting Vipers



GAME OF THE MONTH
SEGA SATURN MAGAZINE

Not two, but three Fighting Vipers titles are out this month. Like the other fighters, this 3D one is an extravaganza has got it all. While it's not a fighter's preference is in the game style, while it's increased with the best of nature in the console arena, Fighting Vipers has a more lumbering approach and a more stylish character styles are in no outrageous combat moves.

It also moves at a faster pace than VFA, and the combination with the more interactive backgrounds and the more dynamic effects of having this slick game on home looked again it the big box games for a game with more immediate appeal than VFA, even if it's a little in terms of depth. Another new feature in Fighting Vipers is the 'air' control system. As a player's character is probably depleted, their character changes, and you see a player's character change with more strategy rather than a simple 'air' control system. The fact that Fighting Vipers is not a simple 'air' control system from the one-up and what you've got it as a deserved game of the month.



BY	SEGA
PRICE	£44.99
RATING	94%

Sega Worldwide Soccer '97



Football games have been improving all the time on the Saturn. As programmers utilize the greater potential of 3D bit technology, we've seen the graphics and animation become ultra-realistic. What hasn't necessarily improved on a par with the game essentials is the playability of a title.

The arrival of Sega Worldwide Soccer '97 now even heralds a new standard in playability. The reasons for this are essentially to do with the logic which incorporates not only football's beauty but its unpredictability as well. Just like their real life counterparts, players can make errors and the game adjusts accordingly with center goal-mouth scrambles or sudden attacks on the break. As well as the usual plethora of moves available to players, SW97 also includes some of the lesser known techniques like the 'Wendie' shot or a dummy on the instep. This all goes to make it the most comprehensive footy sim to date and a must for fans of the genre.



It's coming home, it's coming home...



It's gone to Germany, it's gone to Germany.

BY	SEGA
PRICE	£44.99
RATING	A82

DESTRUCTION DERBY

When *Destruction Derby* finally turned up, a bad feeling told us this was going to be a bit dull. Maybe it was the fact that all the hype accompanying the PlayStation version had long since died out. Maybe it was the relatively uninspired conversion of Wykout, Pygmy's other big driving title. Or maybe it was the fact that Sega seemed a little reluctant to release the game at all.

As it turned out our fears were confirmed and what you get with *Destruction Derby* is a mediocre game in the extreme. The graphics are hugely disappointing especially the smoke effects which verge on the comic. All of the gloss and sheen has been lost, leaving only the gameplay which isn't particularly diverse anyway. No doubt the game will still find a niche in the market and to its credit some fun can be gleaned simply from colliding with other cars. As soon as this novelty wears off though *Destruction Derby's* destined for the scrap heap.



BY	CORE
PRICE	£44.99
RATING	B74

BLAM! MACHINEHEAD

Core have been turning on the style a bit lately, what with the excellent *Tombs Raider* and now *Blam! Machinehead*. While the latter lacks some of the diversity of *Tombs Raider*, it nevertheless provides some first-class action from a first-person perspective.

The plot revolves around the usual alien/robot/scientist dichotomy and the gameplay is all about blasting such types away while exploring the levels for weapons and power-ups. Admittedly this gets a bit samey at times but played in bursts, *Blam! Machinehead* has got enough in it to provide Johnny Gamespace with the requisite thrills. The graphics are excellent with some impressive light scattering and detailed sprites, and the difficulty of the game means it's not going to end up on the shelf after a couple of days.



BY	JVC
PRICE	\$39.99
RATING	A-1

HIGHWAY 2000

If ever there was a dubious concept then this is it, suggesting the mere seely image of gamers/layers as social cripples living out a self-imposed exile in their bedrooms, their only comfort being some plasticized babe staring out of the VDU! You see, *Highway 2000* is a racing game featuring scantily clad females as navigators.

Rather than conforming themselves with the usual curves and contours of the road, they concentrate on either praising or damning your masculinity depending on how well you're driving. As for the driving itself, it's far too dull and predictable to maintain your interest for long. The tracks lack variety and all look very similar, and the cars handle more or less identically, making it a very uninteresting game to play. Make no mistake: Sega Italy this isn't!



BY	EA
PRICE	\$44.99
RATING	100

Space Hulk



It's official, alien lifeforms exist. And because they have a fondness for retail whole numbers they'll be taking up in the year 2000. And they'll all be destroyed immediately because they are, after all, amoeba. But while the reality is hardly all that thrilling, the Saturn continues to see some pretty wild imaginations at work. This time it's Space Hulk, a mutant that resembles a giant piece of pork grille and is pretty nice with it.

From a first person perspective, it's your job to hunt down such aesthetic aberrations and, with the help of a team of commandos, wipe the blighters out. Space Hulk manages to distinguish itself from the likes of *Alien Trilogy* and *Exhumed* by involving a good deal more strategy. It might seem a little overly complex at first, but it soon becomes a really challenging and exciting blast test.

BY	ACCLAIM
PRICE	\$29.99
RATING	925

BUBBLE BOBBLE PACK

Diving into the past in search of classic 'ya olde' games has become a bit of a habit on 32 bit consoles. Acclaim have snapped up another 'olds classic' - well two classics in fact, in the shape of *Bubble Bobble* and *Rainbow Islands*. Now while these might look like naff old games, they are in fact brilliant. *Bubble Bobble* is an addictive mixture of platform and strategy, your bubble blowing obscures, Bub and Bob, waddling about the platform in search of enemy sprites and recycled power-ups.

This in itself wouldn't merit the cost of the game but with two versions of the under-rated *Rainbow Islands* in there as well, it most definitely is. *Rainbow Islands* again mixes the platform action with strategy but also includes loads of secret rooms and hidden techniques. The crystal among you might resent the reliance of further retro titles, but with *Bubble Bobble Pack*, while the graphics might hark back to an earlier age, the gameplay is as refreshingly original as ever. The addictive gameplay means that it's a positively mouth-watering title, and there aren't a great many modern games you could say that about so there. And it's only thirty quid which means it won't burn a proverbial hole in your pocket.



The legendary Bub and Bob are back and they're as addictive as ever. Combined in both one and two-player, this is a winner for sure.

Introducing...



The best-looking interiors ever? Good he...

GRANDIA

This month we have a decent feature on Dark Sector, the new RPG from Climax - the creators of Megadimension Landstalker. Well, in Japan, gamers are already gearing themselves up for the next great Saturn adventure title. Its name? Grandia.

This new game is being developed by Game Arts - one of Japan's most respected names. These are the guys behind the acclaimed Slaphop on Mega CD and of course the recently released Gun Griffon (rated at #86 in issue #5) Grandia however, looks like being one of the most spectacular looking RPGs to date.

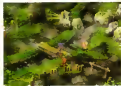
So what's so great about it ah? Well, Game Arts are renowned for their technical expertise with a huge understanding of the workings and applications of 3D. Unlike Dark Sector, this isn't just an action RPG - a huge range of options are available concerning interactively with objects and people. So, whilst you can rotate the landscape around like Climax's classic, Game Arts have also worked on making the surroundings very real. Also, unlike Dark Sector, all of the objects are real time 3D textured polygons - not just scaled sprites.

Still not convinced about the brilliance of Grandia - even with these brilliant screenshots? Well, get this: Game Arts have enlisted the aid of one of Japan's foremost computer graphic rendering artists to produce the visuals along with a member of the world-renowned Skywalker Sound (owner: see George Lucas) to come up with the audio side of things.

We'll be following the progress of Grandia over the coming months - can it match up to the expected brilliance of Squaresoft's forthcoming PlayStation RPG, Final Fantasy VII? Only time, and indeed so, can tell.



One of Japan's foremost CG artists is responsible for Grandia's amazing looks. Fast your eyes!



Grandia has been a project a long time in the making. Despite the fact that we have only just heard of it, the game was originally conceived as a Mega-CD product!

You! We Haven't Met, Sir!

If it is all right with your good self, I would be most keen indeed on getting the fine publication known as SEGA SATURN MAGAZINE put aside for me on a monthly basis, wherever I shall re-order your fine establishment and purchase said journal.

NAME

ADDRESS

NEXT MONTH...

In a word: AWESOME! We'll be checking out: Daytona Championship Circuit Edition - Reviewed! Crime Wave! Full on interviews with the creators of Virtual On and the new 3D Street Fighter EX coin-op! More incredible stuff with Doom, Scoorcher and Amek! And yet more stuff! Oh yes. By the way, how does the idea of a brilliant Virtua Cop 2 review sound?

SEGA SATURN MAGAZINE, December issue, Number 14, Out 14 November. Price £2.75.



UNMATCHED



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